



SHIN MEGAMI TENSEI *NOCTURNE*™ 真・女神転生



*THE OFFICIAL
STRATEGY GUIDE*



ATLUS
WWW.ATLUS.COM



Nocturne

A DoubleJump™ Book



Shin Megami Tensei - Nocturne - The Official Strategy Guide

l o t t e r y
MENU



Nocturne

A DoubleJump™ Book

Oh, you look like such a nice boy!

And I was thinking you'd be scary. What a nice surprise!

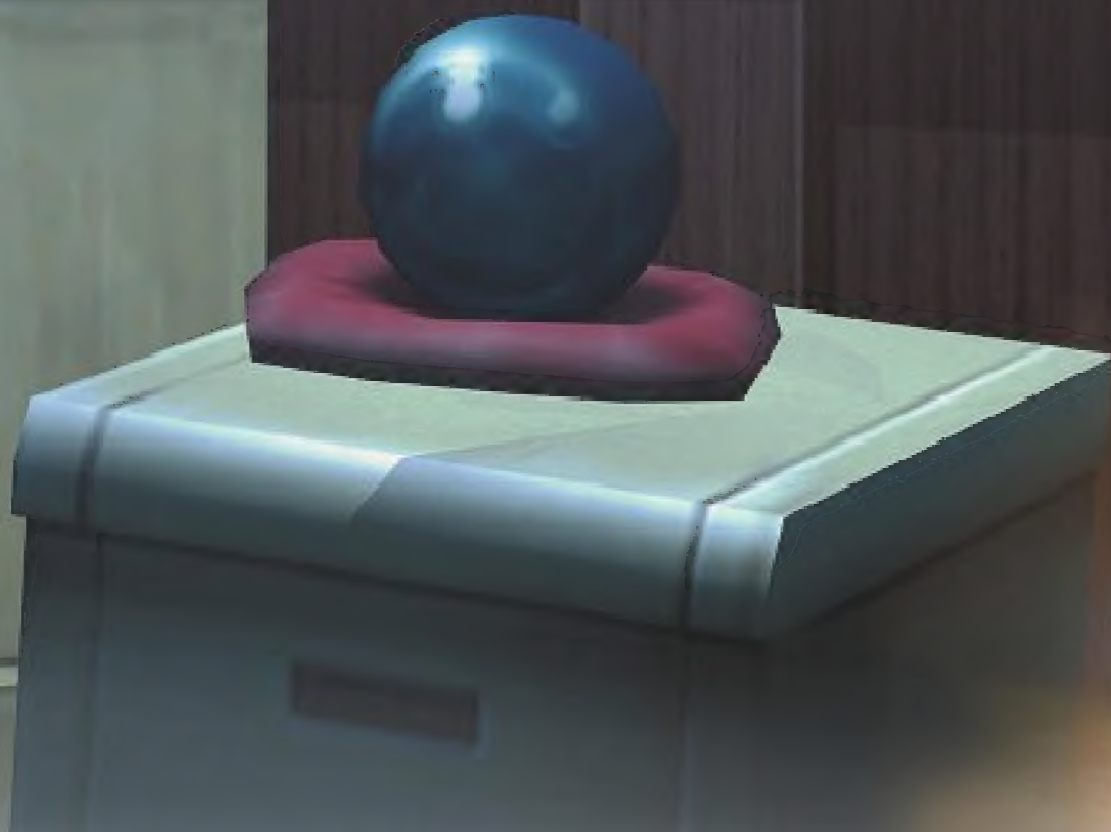
Such a cute little impish grin! Welcome to my shop!

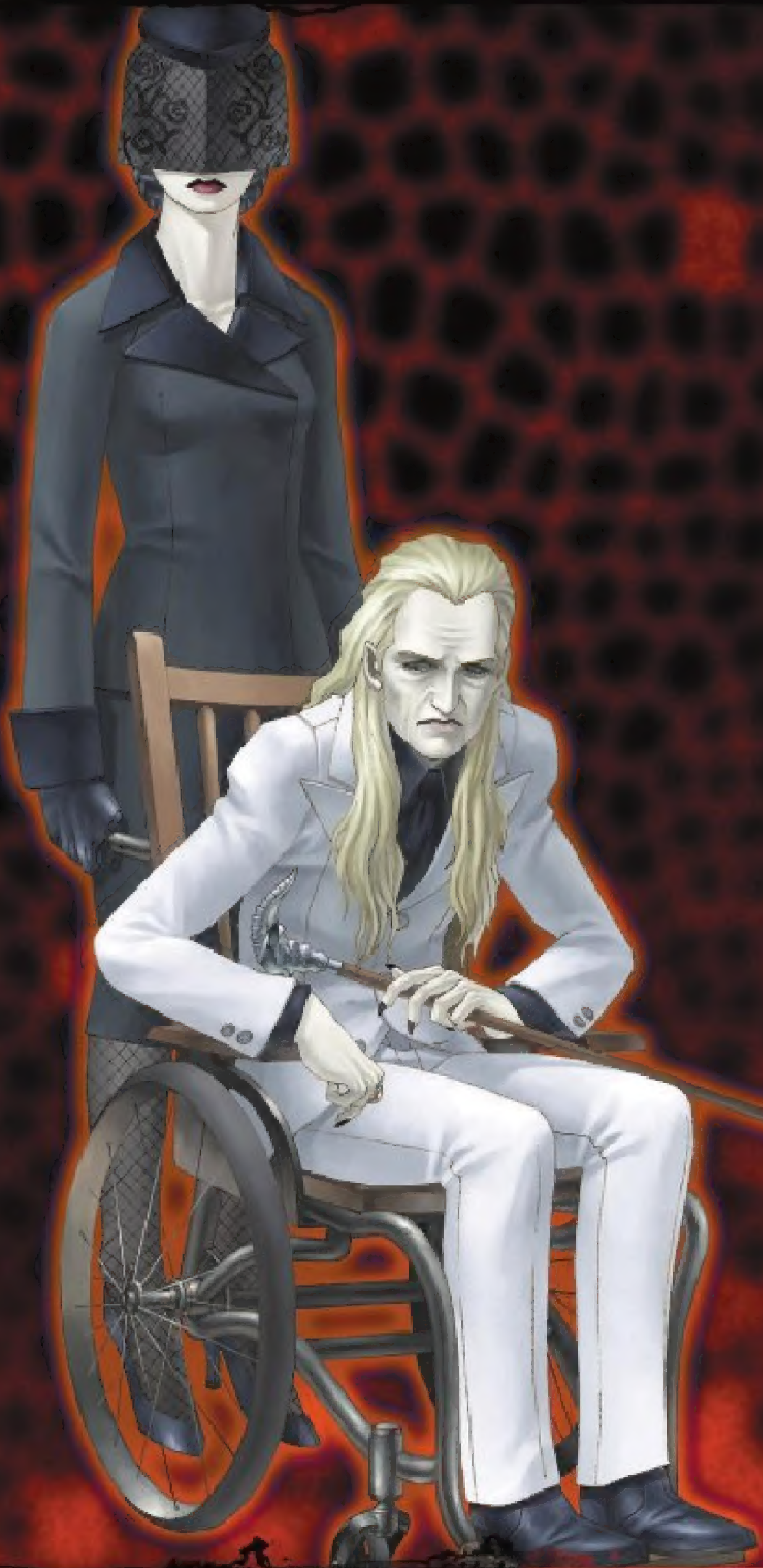
You're welcome here anytime, young man.

I'm still getting it all sorted out...

See anything you want? Please buy a lot!

• ■System guide	4	• Yoyogi Park	150	•
• A Little Explanation	6	• Amala Network 3	151	•
• Basic System	8	• Amala Temple	152	•
• Battle System	26	• Black Temple	153	•
• Skill Basics	40	• White Temple	154	•
• Development	46	• Red Temple	155	•
• Conversation System	52	• Mifunashiro	156	•
• Fusion System	62	• Yurakucho Tunnel	158	•
•		• Diet Building	161	•
• ■Intermission: Artwork	76	• Obelisk (After Transformation)	163	•
•		• Tower of Kagutsuchi	164	•
• ■Walkthrough	92	• Bandou Shrine	176	•
• About the Map Guide	94	• Labyrinth of Amala	177	•
• Shinjuku-Shibuya Area (Real World)	95	• 1st Kalpa	177	•
• Shinjuku-Shibuya Area	96	• 2nd Kalpa	179	•
• Ginza-Yurakucho Area	98	• 3rd Kalpa	182	•
• Ikebukuro-Kabukicho Area	100	• 4th Kalpa	186	•
• Asakusa-Yushima Area	102	• 5th Kalpa	189	•
• Marunouchi-Chiyoda Area	104	• Fixed Battles	192	•
• Sannou-Nagatacho Area	106	• Puzzle Game Walkthrough	234	•
• Marunouchi-Chiyoda Area		• Warp Zone Guide	244	•
• (After the Tower of Kagutsuchi appears)	108	• Warp Zone 1	245	•
• 3D Dungeon Information	110	• Warp Zone 2	246	•
• Yoyogi Park Station	111	• Warp Zone 3	248	•
• Shinjuku Medical Center	111	• Warp Zone 4	250	•
• Yoyogi Park	113	• Warp Zone 5	251	•
• Shibuya	114	• Warp Zone 6	252	•
• Amala Network 1	115	• Warp Zone 7	254	•
• Ginza	117	•		•
• Harumi Warehouse	118	• ■Data	256	•
• Ikebukuro	122	• Index	258	•
• Mantra's Headquarters	124	• Demonic Index	260	•
• Assembly of Nihilo Main Entrance	125	• Skill Data	308	•
• Kabukicho Prison	130	• Item Data	342	•
• Ikebukuro Tunnel	132	• Magatama Data	351	•
• Asakusa	134	• Rag's Jewelry Data	354	•
• Assembly of Nihilo, Second Marunouchi Entrance	137	• Event Guide	356	•
• Obelisk	138	• Character Profiles	372	•
• Amala Network 2	146	• Series History	384	•
• Asakusa Tunnel	148	• An Interview By You	386	•





Shin Megami Tensei - Nocturne - The Official Strategy Guide

Part

1

SYSTEM GUIDE

SHIN MEGAMI TENSEI
Nocturne
DARK

1

Here, we'll discuss what you need to know about the game systems of *Shin Megami Tensei: Nocturne*. Let's start at the beginning.

A Little Explanation

CHANGES FROM THE ORIGINAL JAPANESE RELEASE

After *Shin Megami Tensei III: Nocturne* was released in Japan, Atlus felt that players would enjoy an upgrade to the game, so they later released a "deluxe" version of the game in Japan entitled *Shin Megami Tensei III: Nocturne "Maniacs Edition."* The Maniacs Edition is the version that has been released here in North America, entitled, simply, *Shin Megami Tensei: Nocturne*. We felt it worthwhile to note what changes were made to the original game, purely for curiosity's sake. Most of the changes can be quickly seen if you look over to the right, but there are a few changes which are especially notable.

First, there is a new dungeon: the Labyrinth of Amala. Also, quite a few new demons have been added. All the new monsters are called Fiends. If you've been playing through the import versions of the first games, you'll recognize and appreciate them. Out of all the Fiends introduced, the one called Dante is special. This character is from Capcom's *Devil May Cry* series (see p380). Due to a special collaboration between Atlus and Capcom, you'll get to control Dante in a role-playing game for the first time.

Besides the above, there are a few other changes worth noting. We have explained these in detail on the next page.

Changes at a glance

- New opening movie.
- A new skill (Pierce).
- New demons (Fiends and others).
- New dungeon and scenario additions (Labyrinth of Amala and others).
- The game's difficulty is selectable from the start (see next page).
- New and changed features on the second playthrough (see next page).
- Adjusted game balance.

Game balance adjustments

- Lower probability of an enemy's preemptive attack.
- Critical hit rate for back attacks reduced (previously guaranteed).
- Instant-death hit rate lowered.
- Hit rate lowered for skills that reduce your HP to 1.
- Ailment probability lowered.
- Escape Success Rate is higher in the daytime.
- During PANIC, Macca scattering is lowered.
- Some protagonist-exclusive skills have increased accuracy.



In the original game, there were some demons that couldn't become allies, but now they can!

SETTING YOUR GAME DIFFICULTY

When you start a new game, its possible to select your difficulty. If you select NORMAL, the game balance will be adjusted according to the figures in the "Game Balance Adjustments" sidebar on p6, but if you select HARD, youll enjoy the stricter conditions listed on the right.

Why not try a harder difficulty for your second playthrough?

What's changed in HARD mode

The enemies damage increases.

Instant-kill techniques get a % increase.

Running from battle is nearly impossible without using skills/items.

Everything in the Junk Shop costs 3x more.

When you move while poisoned, you take 3x damage.

Damage areas and trap boxes cause 3x damage.

CHANGES THE SECOND TIME AROUND AND BEYOND

Your second time through the game, there will be a few changes, reflecting the way you played through the first time (assuming you've got the "Original Game Start File" on your memory card). These changes are listed to the right. The first two items were present in the original game, but the rest are new additions. There's no longer an inherent difficulty increase, as was the case in the original, but the difficulty is still adjustable, so you can now make the second playthrough harder, if you wish.

Changes for the 2nd play

You can change between 1st-person and 3rd-person views with the select button.

You keep data from the previous play in the Demonic Compendium.

The demon fusions in the Demonic Compendium have their level restrictions removed (you can have an allied demon of higher level than the protagonist).

At the Burial Chambers: If you get the high scores (your score continues from the first play) youll see a special event (see p21).

When you start, you can choose your protagonist's appearance: Clothing gets you Ma +2 and Ag +1. With the hooded jacket, you get St +2 and Vi +1.



SHIN MEGAMI TENSEI
Nocturne

2

Here, the essentials for gameplay will be explained to you. You probably know a lot of this already, but it doesn't hurt to review.

Basic System

THE FLOW OF GAMEPLAY

The flow of *Shin Megami Tensei* is like an orthodox RPG. You search on a map, encounter and resolve events here and there, and fight enemies to build your levels. Lather, rinse, and repeat. It's the same for most any RPG out there, but if you look more closely, you'll see the many unique points of the *MegaTen* series.



You may find yourself stuck at times. Let's figure out what we need to do to proceed.

EXPLORATION

We call this Exploration, but it's really the standard run around on the map, investigate things, and gather information deal. The places you control the protagonist at are the 2D fields and the 3D dungeons. There's not really much difference in your movement abilities between them.

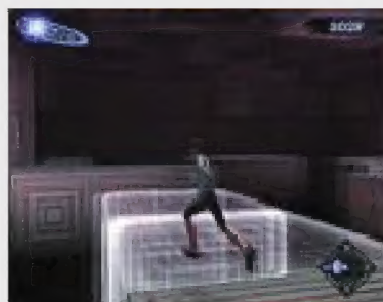
While you're gathering the information you need, you can speak to people, NPC demons (different from those you encounter in battle), and characters called Manikins by walking up to them and pressing the X button. You'll hear all kinds of things... useful hints, story exposition, crazy gossip, complete nonsense and important facts you'll need to complete the game.

Usually the chatter isn't terribly important, but you'll sometimes find the information you need mixed in amongst all the random babble. A few characters will almost always have useful things to say, so as you get further into the game, don't forget them.

You can also investigate things, turn on machines, and open doors with the X button. You'll need to do this to get through some areas, so be sure to check out anything that looks suspicious... It's particularly easy to miss switches in walls, so keep those eyes peeled!



When you want to get into a 3D dungeon from a 2D field, all it takes is a tap on the X button. The X button is your best friend.



Try searching in places where there doesn't appear to be anything, as well. Surprises abound!

EVENTS

The events were talking about take place automatically when you perform a specific set of actions. These are things like the opening bit in Yoyogi Park and your first meeting with the holy being. These events offer important information and can have a strong influence on the flow of the game. There are also optional events that you can do to enjoy the depth of the game and story.



There's a lot of interesting stuff you may miss out on if you don't do specific things. Please consult the Event Guide (p356) and the 3D Dungeon Information (p110) for more details.

BATTLE

While you're running around the map, you're bound to encounter enemies. You'll need some specialized tactics to use Nocturne's new Press Turn battle system to its fullest. This is all explained in further detail on p26. You must fight battles in order to proceed. If you lose, it's GAME OVER! It's very important to understand how battles work.



You can run away, of course, but you need to fight to gain EXP.

CONVERSATION

The conversation we're talking about here isn't the running around and talking to people we described earlier. This is the ability to talk to enemy demons during battle, and gain items, money, and allied demons in the process. This has always been a unique aspect of the *MegaTen* series. You should learn this system well to maximize your enjoyment of the game. Please refer to p52 for more details.



The demons you encounter have many different conversation patterns. Some can be a lot of fun!

FUSION

Along with the Conversation system, the Fusion system is the core of the *MegaTen* games (see p62).

You can combine demons you've recruited to create new, stronger demons. This part of the game can prove to be very time-consuming. It's a very fun system, and the time you put into it can be rewarding in the end.



Although it's a strict and complex system, it's still possible to play with different combinations.

FIELDS AND DUNGEONS

As we've mentioned before, the places where you'll go on your exploration romps are the 2D fields and the 3D dungeons. Please note that in some 3D dungeons, you'll have a fixed camera (see the picture on the right). While the view and specific goal in each area differs, the means of achieving it remain largely the same. You'll do the usual: run around, get information, see events, fight enemies, and so forth. Now, let's explain what's on the field screen.



The view in this 3D dungeon is fixed. Since you can't change the camera, you might miss some things lurking in the shadows if you aren't careful.

THE FIELD SCREEN

To the right, you'll see a screenshot of both the 2D field and 3D dungeon. The 3D dungeons feature your protagonist in all his realtime, polygonal glory, while things in the 2D field are simplified -- your protagonist is represented by a little pyramid shape. However, you'll find several similar elements in both screens. For a detailed explanation, check below.

Now, taking into consideration that your point of view is different while you're exploring on the 2D field, you can see that the places you can investigate and enter are marked with a red color.

Explanation of the field screen elements

1 Kagutsuchi

The current phase of the moon. Please check p12 for more details.

2 Place name

Indicator of the space you're currently in. You'll see the name of the area on the field map; while in a dungeon, you'll see both the floor you're on and the dungeon name. If you come across a place where you're able to enter a new area, you'll see a yellow indicator. Press X to investigate.

3 Enemy Appearance Gauge

This gauge shows the frequency of enemy encounters. If it's a blue color, you won't be encountering any enemies. Yellow, orange, and red denote increases in the likelihood of a possible enemy encounter. If you're running around with a red indicator, your chances of an enemy encounter increase dramatically with every step! Once you encounter an enemy, the indicator color resets.

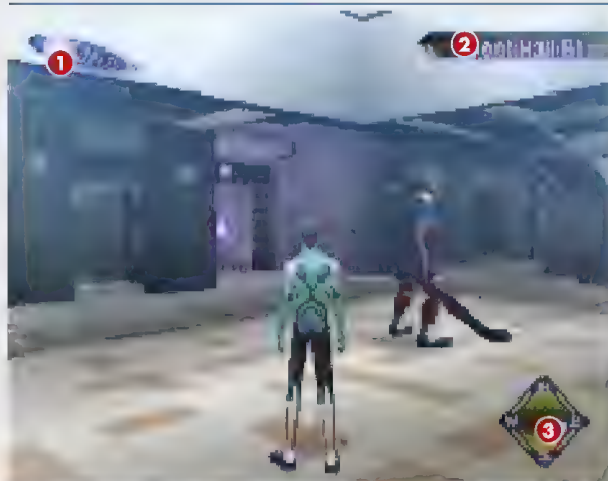
4 Current field location

This indicator is only available in the field sequences. It shows you where you currently are in the Vortex World. Make good use of it.

2D FIELD



3D DUNGEON



MOVING ABOUT ON THE MAP

Getting around the 3D dungeons is a little bit more complex than moving your cursor around on the 2D fields. You'll mostly be using the D-pad and/or left analog stick and the L1/R1 buttons, but you can change settings by using the O button. See what sort of setting you like. It'll make exploration that much more intuitive.

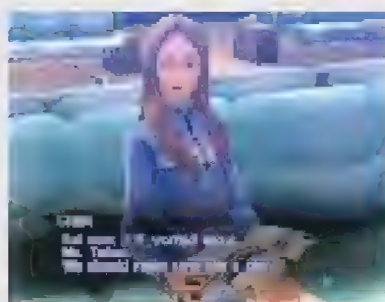


If you're not used to the control scheme, the 3rd Kalpa chase event (p184) could prove to be problematic. Make sure you learn it well.

		Control in Third Person View	Control in First Person View
GENERAL CONTROLS		<p>L1 Camera angle left</p> <p>D-PAD UP Walk into the screen</p> <p>R1 Camera angle right</p> <p>D-PAD LEFT Walk/turn left</p> <p>D-PAD RIGHT Walk/turn right</p> <p>D-PAD DOWN Walk towards the player (Camera angle does not change)</p> <p>If you press the O button, you can change your control setting and view. Pressing down on the D-key along with O will turn you, and your view, around.</p>	<p>L1 Strafe left</p> <p>D-PAD UP Walk into the screen</p> <p>R1 Strafe right</p> <p>D-PAD LEFT Turn left 90 degrees</p> <p>D-PAD RIGHT Turn right 90 degrees</p> <p>D-PAD DOWN Turn around 180 degrees</p>
	WHILE HOLDING X	<p>L1 Turn left 90 degrees</p> <p>D-PAD UP Walk into the screen</p> <p>R1 Turn right 90 degrees</p> <p>D-PAD LEFT Strafe Left (In first-person view)</p> <p>D-PAD RIGHT Strafe Right (In first-person view)</p> <p>D-PAD DOWN Walk backwards (In first-person view)</p> <p>If you press the O button at the same time as left, right, and backwards (in first-person view), movement will be slowed down.</p>	<p>L1 Turn left 90 degrees</p> <p>D-PAD UP Walk into the screen</p> <p>R1 Turn right 90 degrees</p> <p>D-PAD LEFT Strafe Left (In first-person view)</p> <p>D-PAD RIGHT Strafe Right (In first-person view)</p> <p>D-PAD DOWN Walk backwards (In first-person view)</p>

ALL KINDS OF EVENTS

The various kinds of events were mentioned on p9, but should be explained in just a little bit more detail. We talked about two types of events (required and optional), but there are two more subcategories of event types. First of all, there are the fixed location events. If you want to see these, be sure to look around in every nook and cranny you can. The problem is figuring out where exactly these take place -- but if you gather and remember information, you should be OK. The other type are events that must be triggered by talking to people and learning specific facts. You can get yourself stuck if you don't find these scenarios, so be sure to talk to everyone.



The event in Shinjuku Medical Center where you get the ID Card is the latter type. If you get stuck, check everywhere for info!

ABOUT KAGUTSUCHI

Kagutsuchi is the great silver moon inside the Vortex World. As it goes through its phases, it affects the world in various ways. The immediate effects extend far and wide, influencing battle as well as what items you may receive. If you know what effects the moonlight will have, you can use it to your advantage.

The moon goes through 16 phases. It starts at NEW, then goes through 8 phases to FULL. (The 4th stage is HALF.) The amount of moonlight increases with each increment until it maxes out at FULL. Then, it gradually goes back down to NEW (8 more phases). The cycle restarts from there. In the 3D dungeons, the moon usually advances one phase every five seconds. On the 2D field it will advance every second. Thus, if you want to get the moon to a certain phase, it's easier on the 2D field. Since the moon's influence is so great, you'll profit greatly if you use it to your benefit.

Moon Phase Basics

Running: It's harder to escape from battle during a FULL moon.

Conversation Results: Under a FULL moon, normal conversation is impossible.

Mystical Chests (p22): As the moon changes, so do the contents.

Events: Some events only take place during a FULL moon.

Skills: Affects skills whose effectiveness are tied to the moon phase.

Demon Fusion: Some fusions are only possible under specific phases of the moon.

Battles: During the battle with Ongyo-Ki (p203), you will be able to tell which is the true form by the shadow he casts.

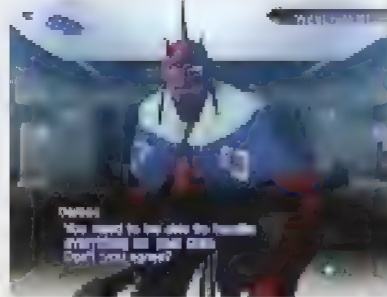
In 3D Dungeons: The "12 Meters of Eternity" (p187) warp destination changes in accordance with the moon phase.



If you enter boss battles during the right moon phase, skills whose strength is tied to the moon will prove to be much more valuable.

"REASON" CHOICES

Within the game, you'll encounter questions regarding the creation of a new world. These are called Reason. Your answers to these Reason Questions affect the way your protagonist develops, and, subsequently, the outcome of the game's ending. Below, we'll explain the different types of Reason you'll encounter. If you're trying to pursue a specific course, consult this list.



You'll encounter Reason questions in battle, too — not just in events and on the field. Think before you speak!

YOSUGA, SURVIVAL OF THE FITTEST

Yosuga is originally the creation ideal of Ikebukuro's Gozu-Tennoh, who leads the Mantra. It is later adopted by Chiaki. The Yosuga world thrives on pure Darwinian logic: the strong survive and the weak are weeded out. The only justice lies in strength, and

to prove your strength, you must risk your life in mortal combat. Example: if you're asked Do weak people exist only to die? and say Yes, you are living Yosuga. It's an extreme philosophy, but it's based in natural principles.

SHIJIMA, THE VALUE OF ORDER

This is the creed of Hikawa's Assembly of Nihilo, which he leads after the Conception. It rejects all chaos and disorder, replacing it with strict organization. It may seem like a direct and honest way of thinking, but it considers human emotion to be an unnecessary hindrance, and does not recognize the necessity of

change. If you were asked There's no value in hard work, right? and agreed, you'd belong to Shijima. (Since the Shijima philosophy exists within a strictly hierarchical society, working hard would be futile.)

MUSUBI, HYPER-INDIVIDUALISTIC THOUGHT

This is the creation ideal adopted by Isamu, who took refuge in the Amala Network when he was swallowed by the chaos of the Vortex World. It is to choose a world where you can (and must) live by trusting only yourself and rejecting others. If someone

were to ask you Are other people basically evil? and you said Yes, you're a Musubi kind of guy. In a Musubi world, selfishness like this isn't selfish; there's no one else around for it to bother.

NEUTRAL, CHAOS, DESTRUCTION

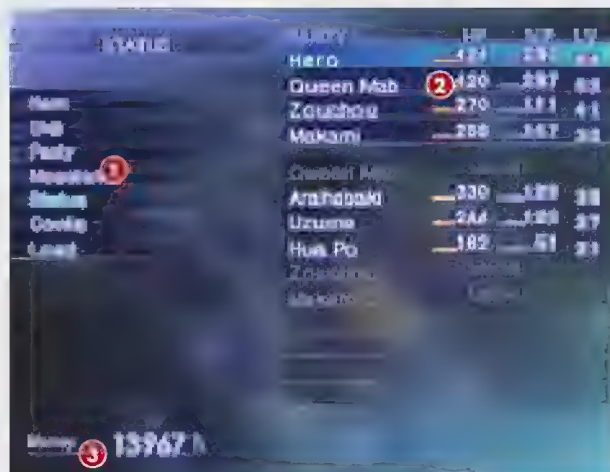
If you're not inclined towards the ideologies mentioned above, you are able to follow one of these other paths. They are unrelated to the Reason Questions.

For example, you might want to cooperate with

Yuko Takao and share her dream of a free world, or not cooperate with anyone and go off on your own. There are many different ways to go. In any case, your fate is determined by your words and actions, and yours alone.

COMMAND MENU SCREEN

Here, we will explain the command menu screen that appears when the square button is pressed during the map sequences. (It cannot be opened during event scenes or battle.) Here you can do all sorts of things: check on the status of your demons, heal wounded allies, change the protagonists Magatama, change the game settings, or even load a previously saved game. You'll be using this screen a lot, so we want to make sure you know it inside out.



●Explanation of each item

1 Command Menu

Your choices are: Item, Skill, Party, Magatama, Status, Config, and Load. We'll get in-depth with all these commands later.

2 Party List

Here you can see the current HP, MP and levels of your protagonist and party members. The protagonist is listed first, followed by 2-3 other party members. From the 5th slot onwards, you will see the demons you have outside your active party (in reserve). If a character is dead or affected with an Ailment, you will see it denoted with an icon to the left of the characters name.

3 Money

The amount of money you are currently holding. The maximum amount allowed is 9,999,999 macca.

●Explanation of each command

Item

This command allows you to do various things with the items you currently possess. After selecting 'Item,' you can choose to Use, Discard, Gems and SP Items.

Use - You'll see a list of items you can use in this location highlighted in white (see p30). Press the X button to use the item. You can hold up to 99 of a single item.

Discard - It is possible to throw away items you possess. In fact, you may have to do this if you find you are unable to carry any more. To throw an item away, select this command, highlight the item to be discarded, and press the X button.

Gems - Look at the gems you have obtained. At Rag's Jewelry (p21), you can exchange these gems for valuable items and spirits.

SP Items - Look at the important items you have received. These items are different from gems, as they are one-of-a-kind and cannot be used or sold under normal circumstances. These items are used in events and are often necessary to clear the game (an exception is the Deathstone item. You can hold multiples of this, as it is used for fusions involving Fend class demons).

Skill

This command lets you use the various skills of your protagonist and your demons. You choose a character, and then select the skill you want to use from a list of learned skills (usable skills will be denoted by white text). But, if a character is dead or afflicted with MUTE status, you will be unable to use skills.

Party

With this command, you can take party members from or put them into your stock of demons (Summon and Return commands). You can also dump a demon from your stock using the Part With command. You can't use the Summon command if there are 3 demons already in your party - you will have to return one to stock first.

Magatama

This command lets you equip the Magatama that determine the protagonist's abilities. When you select this option, you will be taken to the Magatama equip screen. Please see p17 for more information.

Status

Here you can see the status and general well-being of your protagonist and demons. After selecting this, you choose the character whose status you want to look at in detail. For more information on the status screen, see the following page.

Config

You can adjust all sorts of game settings here. You can set the analog controllers vibration, battle cursor memory, and AUTO settings. You can't change these settings in battle, so make sure they are to your liking ahead of time.

Load

This allows you to load previously saved data from the memory card. If you screw something up and can't do anything to fix it (oopsies), this allows you to get back to where you last saved the game faster than using the reset button. How convenient!

STATUS SCREEN

If you choose the "Status" option on the command screen, this is what you'll get. You can see your party members' stats, learned skills, and experience needed to gain a level. You can also assemble the demons who will participate in battle -- a crucial step to victory. By pressing up or down, you can highlight a demon whose stats you wish to check, as well as specify those who you wish to change out or in.



●Explanation of each item

1 Race

The current race the demon (or possibly the protagonist) belongs to. In the case of the protagonist, race is determined by the Magatama he has used and drawn power from (see p48). For demons, this can go beyond simple classification -- you can draw informed conclusions about their special abilities. For example, a Brute has a high Vitality (Vi) and excels at physical combat. Phantoms excel in Magic (Ma) and their Magic Attacks (skills) are strong.

2 Name

The character's name. If it's the protagonist, you'll see your chosen name. If it's a demon, you'll see its demon name listed.

3 Level

The character's current level. The maximum level that can be displayed is 99. However, it is possible to go above Level 99 in practice. Your maximum HP and MP will rise along with your stats. When your protagonist levels up, he can learn new skills (see p46).

4 Experience needed

The amount of experience you need to advance to the next level. The protagonist and demons level up at different rates. You can both be on the same level, but giving your demons the most experience possible is important. Also, many demons will be low level when they start up. It's necessary to build up their strength.

5 HP

The chosen character's current HP (on the left) and maximum HP (on the right). When you gain a level, if your Vitality stat is high, your HP maximum will grow at a large rate. Obviously, if your HP falls to 0, you're dead. Also, if your HP is low, you can't use any skills that require the use of more HP than you currently have. Keep your HP as high as possible using healing facilities as well as skills and items.

6 MP

The chosen character's current MP (on the left) and max MP (on the right). If your Magic stat is high when you gain a level, your MP max will grow at a large rate. MP is consumed while using many skills. If you want to restore MP, you will need to use MP recovery items.

7 Statistics (Stats)

The values of 5 sets of stats for each character. These are denoted by a numerical value (max 40). Let's make with the details:

Strength (St) - This determines how much damage you will deal with physical attacks. Also, there are some doors that open only if you have a certain value for this stat (though you won't be notified through any messages). In the Labyrinth of Amala Warp Zones (see p244), this stat determines whether or not you'll be able to break certain objects.

Magic (Ma) - Skills that use MP to cause damage will be stronger and MP max will increase at higher rates with a high Magic stat.

Vitality (Vi) - If the value for this is high, the damage you take will be reduced. You'll also gain more HP when you level up.

Agility (Ag) - This stat affects many things: preemptive attack rates, the order of turns in battle, ability to evade enemy attacks, and the accuracy of your own offensive strikes and skills. In the Warp Zones at the Labyrinth of Amala, this stat determines how fast you will travel.

Luck (Lu) - The higher this value is, the more advantages you'll have in many situations. Examples: running away from battle, preemptive and back attack rates, the hit rates of you and the enemy, critical hit rates, success of conversations with demons, etc. It doesn't affect everything, though.

8 Defenses

The character's strong and weak points. Fixed for demons, but can be changed through Magatama for the protagonist (see p17).

9 Learned skills

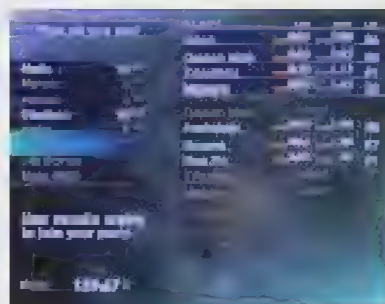
The current learned skills of the character. You can have up to 8 at one time.

10 Skills being learned

If a character will learn a new skill upon level up, you will see it written here in grey text. But, if you are going to be learning more than one new skill, remember that the maximum displayed here is 1. The others will be displayed as ?

SKILLS USE SCREEN

If you choose Skill from the command menu (p4), you can use various skills that you have acquired. Select the character who is using the skill with the D-pad, and you will see a list of all the skills they possess (see the picture to the right). The skills you can use (along with their MP cost) will be shown in white. Choose the skill you want to use, and, if necessary, which character to use it on. The effects of the skill will be shown in a dialog box below, so its not necessary to use a skill just to see what it does.



Even if the skill isn't usable here, you can still check its explanation.

TYPES OF SKILLS

We talked about specifically usable skills above, but not all the skills you have can be used from the command menu. The skills you can use here are Healing, Cure, Revival and Special skills. We'll give a brief explanation of these skills below.

●Healing Skills

These skills recover HP, and either work on a single character, or heal the entire party at once. If you have some demons in your current party that haven't taken damage, but there are injured demons in your stock, it's best to exchange them before you use an all-party recovery skill.

●Cure/Revival Skills

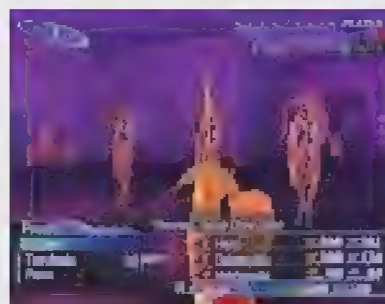
These skills cure abnormal status and revive fallen demons. If you have no such conditions that need curing, you won't be able to use these skills, even if they appear in white.

●Special Skills

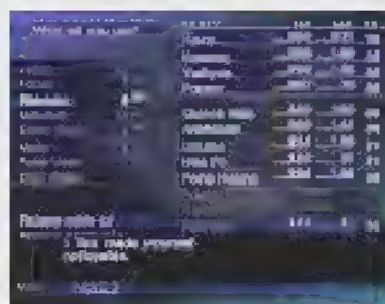
This class includes Estoma and Riberama, which affect the rate at which you encounter enemies; Lightoma, which provides light to see by; and Liftoma, a skill which protects you from damage zones. These skills are used to aid you when you are exploring dungeons. (If you try and use Lightoma anywhere outside a darkened area, you'll get a message saying you can't use the skill there.)



Even among recovery skills, there are a couple that can only be used in battle.



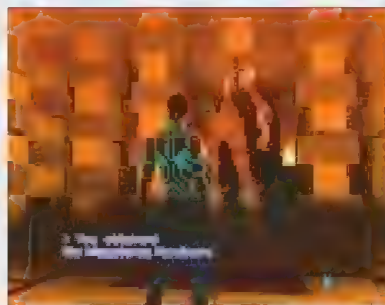
Status afflictions such as STUN, POISON, and MUTE stick around after a battle. It's best to use items and skills together to cure those.



Estoma and Riberama have opposite effects. If you mistakenly use the wrong one, simply cast the other and you'll be OK.

ASSIGNING MAGATAMA

We touched upon the Magatama briefly on p14, but now, let's go into detail. Equipping Magatama results in stat bonuses, as well as improved affinity defenses (see p33 for more info). While the affinities of your demons are basically fixed, the protagonist can change his own at will through the Magatama. Also, Magatama can allow you to learn new skills as you gain levels (see p47). To get the most out of your Magatama, change them often, as the situation demands.



You'll need to obtain Magatama before you can equip them! You can win them from boss battles or buy them at shops.

MAGATAMA EQUIP SCREEN

When you choose Magatama from the command menu, the right side of the screen will change to show your Magatama equipment. Here you can view all your Magatama, assess their abilities, and equip them upon your protagonist. (Please see below for further explanation of how to read the screen.) By equipping Magatama, you'll get the benefits we spoke about above -- but the most important part is definitely the affinity defenses you'll gain. It's no exaggeration to say that your choice of Magatama can be the difference between life and death!



●Explanation of each item

① Your Magatama

Here, all your Magatama are listed and displayed. The explanation of their abilities is in a different part of the screen. Details are as follows:

Sparkling and shaking -- This indicates that when you gain a level with this Magatama equipped, you will learn a new skill.

Smaller, shaking -- You will learn a new skill in about 2-4 levels with this Magatama equipped.

Standing still -- You will need to gain at least 5 levels with this Magatama equipped before you can learn any new skills.

Glowing with a bluish-white light -- You have learned all the skills that are available from this Magatama. This is called Mastery. The Magatama you have mastered determines what race your protagonist belongs to.

Red-framed Magatama -- Your current equipment.

② Magatama Name

The name of the Magatama you have highlighted with your cursor.

③ Stat Bonus

This shows the stat bonuses that would be awarded if you equip the highlighted Magatama.

④ Magatama summary/affinity defenses

This shows the skills you can learn and the changes to your affinity defenses that will come about if you equip the highlighted Magatama. There are very slight differences between these and the affinities of demons -- please look to p351 for more info.

PLACES TO VISIT AND SIGHTS TO SEE

In order to survive in the dog-eat-dog world of the Vortex, you're going to need all the help you can get. Here, we'll explain some of the places, facilities, and oddities you'll come across in your dungeon exploration.

To know thy enemy is to know thyself. Such is the way of the Vortex. The more you know, the more capable you are of surviving in this harsh new reality.



You'll encounter some characters in the game that will outline information for you. If you have read this, though, they probably won't be too useful...

MESSENGERS



The characters standing (and possibly floating) around the 2D fields and 3D dungeons can be spoken to. We call them messengers. As explained on p8, there are three types: Manikins, Souls, and NPC demons. You'll always find them milling about the same places of the dungeons. They engage in conversations that advance the story, and also can appear and disappear abruptly. Make sure you always listen to what they have to say!

Occasionally you'll run into a demon who will demand Macca upfront for info. You'll also have some conversations where you'll be asked to give a response, but most of these aren't a problem. Be careful, though; some will reply by starting a fight, and others will ask important Reason" Questions.

USING THE TERMINALS



Through the power of the Amala Network, the protagonist is able to record his actions. You can use also these rooms to warp to any other terminal which you have previously visited.

There are two types of terminal: the Main Terminal and the S-Terminal. Their usage varies slightly. You can save in both terminals, but the S-Terminal can only take you one way. All the dungeons and areas with S-Terminals also have Main Terminals. If you haven't visited the Main Terminal in a particular area and you visit the S-Terminal, you won't be able to use it to teleport.

Also, you will sometimes find Hijiri

in the terminal. In addition to the Save and Amala Link commands, you'll also be able to have a conversation. Oftentimes this will serve to advance the game. If you find yourself stuck, it's a good idea to check the terminals.

The terminals in two places in Shinjuku Medical Center cannot be used to teleport at first, but after the Amala Network teleport event in Shibuya, the terminal in Medical Center B1F will become a Main Terminal, and the one in Annex 1F will become a S-Terminal.

HEAL SPOT

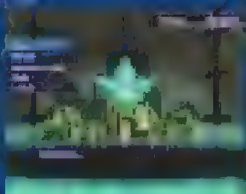


These only appear in the first dungeon (the Shinjuku Medical Center) and the 3 Amala Networks.

It just looks like a room with a person in it, but if you talk to this person, you and your demons will have your HP and MP fully restored for free. Also, any Ailments will be cured, and fallen comrades will recover.

After you have teleported from the Shinjuku Medical Center to Amala Network and visited a Fountain of Life, these rooms will be closed off. Also, after you clear the Amala Network dungeons, you cannot re-enter these rooms.

FOUNTAIN OF LIFE

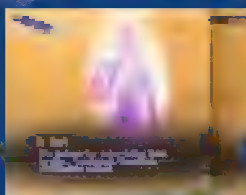


You'll probably first run into one of these pay facilities in Yoyogi Park. The veiled Lady of the Fount will heal you to full HP and MP, cure abnormal statuses, and revive all of your companions. Also, if your ingested Magatama is cursed (and you are suffering from CURSE status as a result), you can receive treatment here. The cost is shown on the chart to your left.

Fountain Price Chart

Type of treatment	Cost
HP recovery	1HP = 1¢
MP recovery	1MP = 2.5¢
Raise from DEAD	400¢
Return to normal status	100¢
Curse removal	400¢

DR. DARK



You'll only find these recovery spots in the Labyrinth of Amala. Dr. Dark demands an absurd amount of cash. He doesn't charge based on treatment. Instead, his price varies depending on what point in the game you're at. Since the Fountain charges a flat rate, this method may actually prove to be cheaper at the beginning. For example, towards the beginning of your visit to the Labyrinth of Amala, if more than five of your demons have perished, it's much cheaper to pay Dr. Dark's fee. Since there's not much else available for healing in the Labyrinth of Amala, you're going to wind up going here whether you want to or not...

Dr. Dark's Visitation Fees

Game Progress	Cost
Beginning	2000¢
After arrival at Asakusa	5000¢
After prophecy by Futomimi*	10000¢
After you clear Mifunashiro	15000¢
After appearance of Kagutsuchi Tower	20000¢

*Prediction of Sakahagi in Yoyogi Park.

JUNK SHOP



Various shops are scattered throughout the Vortex World. Here, at these Junk Shops, you can buy and sell various items, including Magatama.

In every shop you find after you visit the one in downtown Ginza, you'll get

a Lucky Ticket (see p347) as a gift if you buy at least 1000 Macca worth of goods. You can also use the Talk command at some shops to receive a special item.

SHADY BROKER



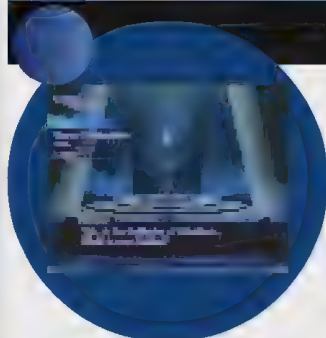
This special shop only appears when you enter the Labyrinth of Amala. The Shady Broker doesn't give you much information at first, so you should show him some cold, hard cash.

Once you've bribed him, he'll loosen up and sell you something based on the amount you paid. He deals in demons, and not just any demons; you can

purchase demons here with skills that can't be found anywhere else. You can then use them in battle, or as parts for a demon fusion.

You can only buy one demon from the broker, however, so make sure it's a good one! With this in mind, use your new demon wisely.

THE CATHEDRAL OF SHADOWS



It's here that you'll learn how to combine your demons. This place exists everywhere within the Vortex World.

When you visit the Cathedral, you can fuse and create all kinds of new demons, as well as register, store, and retrieve demons in your Demonic Compendium... for a price. Note that if you use the Listen command here, you'll learn a lot about possible combinations.

At the start of the game, in

Shibuya, you'll only be able to perform a limited amount of combinations, and you can't use the Demonic Compendium. To learn how to use more commands and combinations, you'll need to make your way further into the game and see certain events at the Cathedral. The timing of these events is explained below.

The second time you play through the game, you'll have all of the commands available from the beginning.

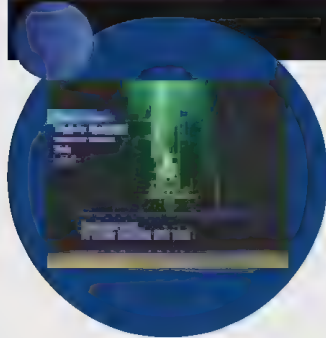
The Cathedral of Shadows also functions as a storehouse of special items. As your protagonist becomes stronger and he collects various objects, he can go back to the Cathedral to seek approval from the caretaker. Once you've gotten that, you'll get special items. Try collecting all twenty-four types of Magatama, then return to the Cathedral. There may be a surprise waiting for you...

Cathedral of Shadows Event List

Event	Location
First time out	Shibuya
Sacrificial Fusion Explanation	Ginza
Demonic Compendium Guide Expansion	Ikebukuro
Curse Combination Explanation	Enter the Cathedral of Shadows with CURSE status
Fend Combination Explanation	Enter after obtaining the Deathstone

*You need to see the Sacrificial Fusion and Demonic Compendium Guide events to use those functions, unless you're on your second playthrough.

RAG'S JEWELRY



In the Vortex World, there is a special establishment that exists only in Ginza. In this wonderful place, you'll find yourself able to exchange gems for special items and spirits.

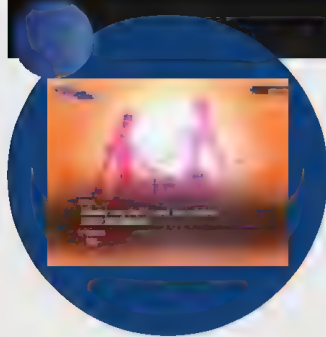
Obtaining gems can be difficult (you get them from mystical chests and demons), but their exchange rate gradually increases over time. Depending on how well you use the services this facility offers, you can make the latter part of the game much easier

or much more difficult.

For example, if you have some high-value gems on you, you can exchange them for items that will restore the HP and MP of your entire party.

Also, spirits obtained here can obtain useful abilities that even normal combinations can't match.

THE SUSPICIOUS BAR



In the Labyrinth of Amala, you may find your gaze wandering to a couple of sexy gals...

These vexing vixens will talk to you and offer a drink. If you booze it up, you'll wind up losing a massive chunk of cash and be dumped back at the Labyrinth of Amala entrance.

The amount of money you'll lose is on the chart to the right. If you're looking for a shortcut back to the Kalpa interior,

maybe it's not such a raw deal after all...

Bar tab

Location	Amount of Money
1st Kalpa	500+2000¥
2nd Kalpa	500+3000¥
3rd Kalpa	500+5000¥
4th Kalpa	500+10000¥
5th Kalpa	500+16000¥

IN THE BURIAL CHAMBERS



Throughout the Labyrinth of Amala, there are ten Burial Chambers.

On the tombstones you'll find the names of bosses that you have beaten. When you get the Black Visor, you'll have the ability to challenge these bosses again.

You can fight these bosses again as many times as you like. At the end of each battle, you'll get a score -- thus turning these fights into an optional high-score challenge.

The score the game records is how many Press Turn icons (see p34) you use to win the fight. If you use fewer icons than the current high score record and win, your new high score will be etched upon

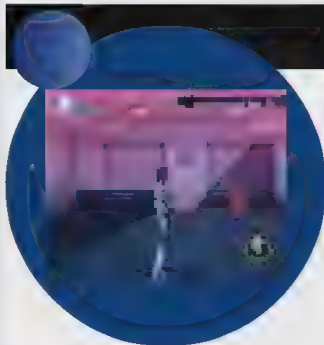
the tombstone in red.

Keep in mind that if you win this rematch, you won't get any items and you'll only get 10% of the boss's Macca and experience value. This is a great challenge, but it's not the best place to build levels or earn money.

Also, if you set all the high scores in your first game, then return to the tombstone in the first Kalpa during your second playthrough, you'll see a special event. This event is a secret which cannot be divulged, but trust us -- it's worth your time and effort to go for the high scores.

For advice on achieving high scores, see p192.

CACHE CUBES AND MYSTICAL CHESTS



These item containers are strewn about the 3D dungeons and 2D fields. Cache Cubes look a bit like dice, while Mystical Chests are adorned with all sorts of fancy baubles.

The two boxes differ in that the contents of a Mystical Chest change with the phase of the moon (Kagutsuchi). Under a full moon, you'll get rare healing items and gems instead of normal goodies. But as the moon wanes, demon spirits will reduce the probability of getting a special item. If you want to always get the best

items possible from a Mystical Chest, make sure to keep tabs on the current moon phase.

While the content of Cache Cubes is always the same, you need to be wary of something else entirely: traps! Opening a trapped box can rob you of 10% or 50% of your total HP, as well as inflicting nasty status conditions like POISON, STUN, or MUTE. Be sure you're prepared for this possibility...

DOORS



There's no shortage of doors in the dungeons -- in fact, they're all over the place! If you don't learn about the various kinds of doors, well, you're not going to get very far. Regular doors aren't a problem. Just press the X button and they open for you. The problematic doors are the ones that aren't that nice, and won't just open when you ask them to. One example of these are doors that are locked from a certain direction. You'll have to take a different path to get to where you're going if that's the case. These doors can block a good

shortcut, so be sure to unlock them from the other side when you get the chance. There are also several doors that only open if you meet certain requirements, like throwing a switch or seeing a certain event. The most troublesome, though, are the one-way doors. You go through them, turn around, and lo and behold, they've turned into a wall. After the first time you're tricked by one of these, the automap will make a note of it, so you can avoid it the second time.

SHUTTERS



Shutters are like the doors mentioned above, but you have to take additional action to open them. For a shutter, the way the switch works is a bit different. Usually the switch for a shutter will be on a nearby wall. It'll generally be marked by a red light, but it sometimes blends in with the wall pattern. Also, if you look around and can't find the switch, then treat it as you would a door that's

locked on one side -- go around and open it from the opposite direction. If you make sure to find as many switches as you can, you can enable some easy shortcuts.

STAIRS, ELEVATORS, AND LADDERS

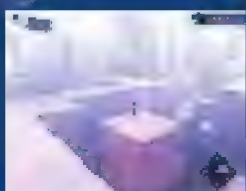


Stairs are a basic means of climbing up or down from one floor of a dungeon to another. Ladders can be used in the same way, but you must first press the X button to grab them.

Elevators work in a completely different manner. Just stand by the elevator and press the X button to enter. Immediately after, you will be prompted to pick which floor you wish to travel to. Usually the elevator will take a moment to move to the floor you specified.

Some places may leave you waiting a while, like Mantra's Headquarters, which is 60 stories tall! To cancel the wait sequence, just press the O button.

LIFTS AND MOVING PLATFORMS



These big red blocks are found in the Obelisk and Kagutsuchi Tower. If you stand on one and press the X button, you can use them as transport. These platforms can carry you to areas on the same floor or to floors above or below. But there's one big difference between lifts and elevators/stairs: A few lifts and platforms will return to their original locations when you step off of them (not all do this, however). This is basically a one-way trip. Since a lift won't come back for you no matter what you

do, getting back the way you came could present a problem. Since you don't always know exactly where you'll be going, it's generally a good idea to look around with the R3 stick before you hop aboard a platform. It usually won't be too much of a problem if it's only going to take you somewhere else on the same floor. Still, it doesn't hurt to be careful.

WARP/WARP ZONE



Warps are a means by which the player is instantly transported from one place to another. There are both one-way and two-way warps in *SMT: Nocturne*, as well as some one-way warps that lead you into a trap! Basically, they only exist to take you from place to place. Be forewarned: if you open certain doors from a specific direction, you'll trigger a warp.

Also, in the Labyrinth of Amala, there are special warps called the Warp Zones. You can use these to take you to different Kalpas. Instead of taking you

where you need to go instantaneously, they'll send you to your destination via another dimension.

Dodge obstacles as you pick up items and coins. Think of it as a mini-game warp. There's a more detailed explanation on p244. If you find it too difficult, you can just put down the controller during these sequences and you'll eventually get to where you're going. (You'll take some damage from obstacles, though.) Still, you'll probably have fun if you try it.

PITFALL!



These are only in some dungeons, but they can be quite annoying. From first glance, you might think you'd be able to discern which areas are traps and which aren't... until you wind up accidentally taking the plunge. In some cases, it can actually be useful. Think of it as quick one-way transport.

You'll run into these traps in the Black Temple, among other places. While you're there, be sure to watch your step. Here's an idea to try: plan to open as many trap doors as possible from the

beginning. This way, it'll be easier to navigate, and you won't be surprised by traps you didn't expect. Also, keep in mind that pitfalls can take you to some interesting places. At the Kagutsuchi Tower in particular, you'll find that falling into specific trapdoors will net you some rare items you can't get anywhere else.

If you're a completionist, you'll want to check out every trap door. Who knows what lies beneath?

INVISIBLE AND DISAPPEARING WALLS

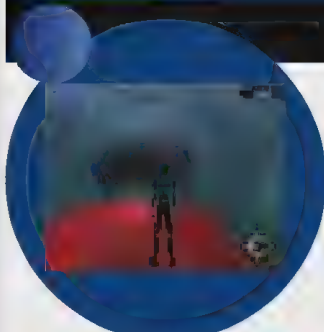


These are seen in the Labyrinth of Amala. What are they, you ask? These are walls you can't see normally but appear when approached, walls that disappear as you draw close, and walls with secret passages in them.

Of these, the most annoying are the walls that are initially invisible. Because these walls aren't shown on the automap and don't appear until approached, you may feel as if you're stuck in a particularly devious maze. About all you can do is navigate through

trial and error. In the 3rd Kalpa, you'll find a maze that's like something out of an action game. If you don't figure out the dungeon structure, you could find yourself in a predicament. As for the hidden passages, they look like regular walls at first, but if you investigate a little closer, you'll see what looks like a watery reflection flickering on them.

DAMAGE ZONE



You'll first start seeing these lava-like land patches in the 3D dungeons and 2D fields around the middle of the game. If you walk on these areas in the 3D dungeons, your entire party takes damage equal to 3% of their individual HP for every two steps they take. We have two suggestions for avoiding damage zones: the skill Liftoma and the item Float Ball. The effect is the same: You'll begin to float, and not take any damage from walking over these

areas (since you still aren't all that high off the ground, you'll still set off trap doors). When the new moon comes, the technique's effectiveness wears off. Be sure you note the moon phase before you use it. You'll often find Cache Cubes and Mystical Chests placed smack dab in the middle of damage zones. Make sure you're prepared before you try and grab them.

DARK ZONE



You'll encounter the Dark Zone for the first time in the Ikebukuro Tunnel. In this area, everything will be engulfed in darkness, leaving you unable to see ahead. If you turn on the Automap, you'll only be able to see the outskirts of the area you're in. You'll be unable to see your immediate surroundings. (You can still see the maps of other floors, however.) To alleviate this problem, you can use either the skill Lightoma or the Light Ball item. These light up a darkened dungeon like a torch, allowing you to see

normally. However, these effects last only until the moon wanes, so be sure to renew them afterwards.

Dark Zones and Damage Zones are completely different. Dark Zones don't have any other penalties associated with them besides your inability to see where you're going. If you have a good memory for layouts, maybe you can even go through these dungeons in the dark...

THE ACCURSED SPACE



In the Labyrinth of Amala, there are some special damage zones that work by reducing your current HP with each step. For example, if you had 1000 HP and took 3 steps, you'd be reduced to 125 HP. Normal damage zones are just super-heated and can be avoided with skills or items, but since the area in an Accursed Space is inherently lethal, the damage it causes can't be avoided. You can break this curse by defeating a certain enemy. Unfortunately, to reach him, you have to travel through the

Accursed Space. An effective way to deal with these traps is to plan some countermeasures. Your HP is going to be low, so you need to figure out a good way to survive battles. Use Estoma to lower the frequency of enemy attacks. If you do get into a battle, use Trafuri to guarantee an escape. Use these as necessary, and you'll have a better chance of making it through these rooms in one piece.

OTHER ASSORTED GIMMICKS



Up to this point we've been explaining some of the stuff you'll find in the fields and dungeons, but other surprises still await you. For example, there's the Magatsuchi Warehouse in the Assembly of Nihilo, with its rotating block that opens and closes passageways; the passageway in Amala Network 2 where walls appear behind you when you reach certain points; and the door in the Labyrinth of Amala that won't let you through unless your stats satisfy

its requirements. You'll need strength, wisdom, patience, and a little luck to overcome obstacles like these. The dungeon strategies are outlined from p110 onwards, and they list any unique or rare gimmicks that you'll encounter. If you are wondering about something, please check there.

3

One of the things you just cant avoid in *SMT:Nocturne* is that sooner or later, youre going to have to fight. Lets take a look at what these battles hold in store...

Battle System

THE PURPOSE OF BATTLE

It seems funny to have a goal in battle, besides winning, but there are some specific purposes to keep in mind. By fighting battles you gain experience, items, and Macca. Well explain in a bit more detail later, but basically, if the protagonist doesnt get experience, his levels wont increase, and you wont be able to win the required fights against bosses.



In the beginning, battles wont happen just from walking around. Use the first series of fixed battles to get a feel for fighting.

THINGS YOU OBTAIN FROM BATTLE

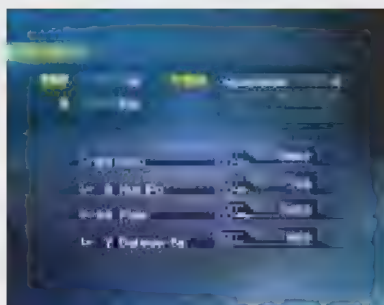
We touched upon this earlier, but you profit in a number of ways from battle. First, theres the experience yielded by enemies, which is essential to levelling up your protagonist and your demons. Youre not required to obtain an insane amount of experience, but if youve come across that enemy that you just cant beat, taking the time to level up a bit could be your shortcut to success.

Youll also get Macca. Each enemy yields a set amount of money. You can also receive Macca from Mystical Chests and conversations with demons, but if you want to get rich fast, fighting is the way to go.

Finally, you can get items from beaten demons. Most stuff youll get is nothing to write home about, but sometimes demons will drop gems and special items. If you get a chance, you might want to go hunt some enemies who carry rare items (you might want to focus on gems, since most of the ones youll find will be dropped by defeated demons).



Fighting enemies that call for reinforcements can be a pain, but youll get more stuff afterwards.



After most fights, youll get a cheap item. Often, you might not get any items at all.

HOW TO READ THE BATTLE SCREEN

The battle screen and its command menu are completely different from what you see while you're exploring. It is of the utmost importance that you know it well. Here, we will explain how to read all the information on the battle screen. The Press Turn Icons, displayed in the upper right corner of the screen, are of particular importance. Please read p34 for all the details. Remember, all of this is information that is absolutely essential to playing and eventually beating the game!



●Explanation of each item

1 Moon phase

The current status of Kagutsuchi. It generally does not change during battle. Keep it in mind when using skills that are affected by the moon phase.

2 Press Turn Icon

Your remaining action icons. The protagonist and party icons are blue while the enemies are red. Generally, you have one icon per party member, and each action you take uses up an icon. See p34 for more details.

3 Current Battle Mode

This shows whether you currently have the battle in Manual or Automatic mode. In Manual, you enter the commands one-by-one, while in auto mode, the CPU runs the battle for you. If you see AUTO, that means you have switched in-battle to Auto Mode. Conversely, if you see AUTO OFF, you have used the Triangle button to turn off Auto mode and switch to Manual. There are two types of Auto: regular Auto and Auto Repeat Battle. Use the CONFIG command in the command menu to change this.

4 Command Tag

This shows which category the commands in your command list (discussed later) belong to. The categories are FIGHT, ITEM, TALK, SUMMON, RETURN, and ESCAPE. You can move using left and right on the D-pad or the L3 analog stick. (Some commands may not appear for certain characters.) A brief description will appear to the right.

5 Command List

The current commands you have available for use. Use up and down on the D-pad or L3 analog stick to select what you want to do. The menu only displays four commands at once, however, you may have more available, which you can view by holding DOWN.

6 Party Member

The party members currently participating in battle. You'll see their name, HP and MP, along with a numeral indicating their turn in battle to the left of their name. When the member's name is glowing blue, they are the one currently taking action.

●Command and category explanation

FIGHT

The option to select Attack to perform a normal attack, and Next to transfer the turn over to the next character is something all characters have. Other than that, the names of the skills that character can use, along with the MP (HP) consumed by them are displayed.

When you move the cursor over these objects, a brief explanation of the command will be displayed, but you can turn this explanation screen on and off using the select button (as with other categories).

ITEM

Only the protagonist can use items. After selecting this command, you will see the battle items you currently carry and how many of each you have. If, for whatever reason, you cannot use a particular item, its name will be greyed out.

TALK

The protagonist and certain demons have this ability. (Please consult p340 for more info.) The protagonist only starts with a basic Speak skill, but demons can have several variants. Using these commands allow you to speak to the enemy.

SUMMON

Only the protagonist can use this command, which summons demons into the active battle party. If you select this command category, you'll see a list of demons you can summon, and you can place them anywhere within your party. Even if you have four characters currently participating in battle, you can still replace them with demons from your stock.

RETURN

Only demons can use this command. This allows a demon to return to stock from the active party using the Return to Stock command. If there is a demon near death and the protagonist is unable to exchange it (or if it's just a bad idea at the time), it is best to use this command. A negative status effect is automatically cancelled when a demon returns to stock.

ESCAPE

This command category allows you to flee from battle. Both the protagonist and demons are able to use it. The chances of escaping do not vary based on who uses the command.

BATTLE PATTERNS

Up to now, we've usually just called all fighting battle, but there are actually a few different battle types that can be classified. For all these battle types, there are things you should do both in preparation, and when battle starts. Below is an explanation of the various battle patterns. Please learn them well. You can change your tactics if you want, but you must win.



Losing a battle means Game Over. Don't waste hours of playtime by getting defeated — be prepared!

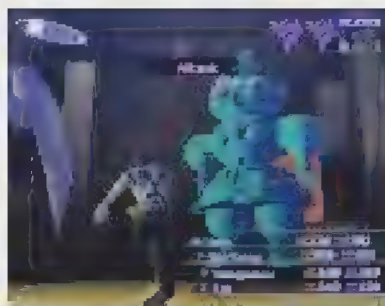
STANDARD ATTACK

Walking around the fields and dungeons, you'll suddenly hear a sound effect and be thrust into battle. These are the common battles. Their frequency varies from location to location, but they are essentially random. The timing of their appearance and the enemies you will face varies every single time. The types and numbers of enemies you will battle also differs from location to location.

While you're exploring, you should form a balanced party that's capable of taking on whatever enemies you might meet. If you don't, you could be setting yourself up for a particularly bitter defeat. Before you enter a dungeon, gather your demons, learn and use your strongest attacks, and make sure your affinities are good and strong (see p32).



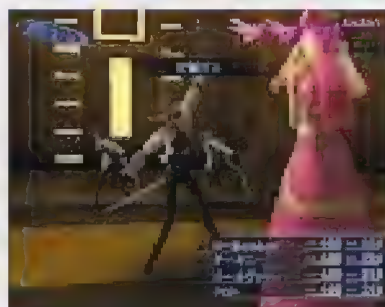
If you watch the moon phase when enemies appear, you may be able to notice certain patterns.



If you don't make preparations, you might not even be able to attack the enemy!

PREEMPTIVE ATTACK

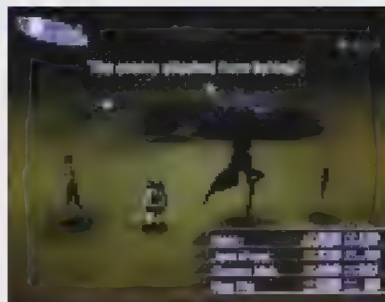
The odds are against it, but there's a chance the enemy party can take the initiative in battle. The enemy gets a free turn to attack you however it pleases. Depending on the enemies, you could lose some demons in this situation, but if you heal before battle and take in a party with strong affinities, you'll reduce the damage. If the protagonists' level and Luck stat are high, you'll reduce the chances of an enemy striking preemptively.



While exploring, you should take the time to heal a little between battles. This is an effective countermeasure against a preemptive attack. Don't neglect injured demons, either!

BACK ATTACK!

There is roughly a 10% chance of being attacked from behind. This is called a back attack, and gives the enemy an increased critical hit and attack success rate. You can use the Minds Eye skill to decrease this rate, but having companions with ideal affinities is the best defense. Also, getting your levels up will help decrease preemptive attacks.



Here, the protagonist has his back turned to the enemy. He'll be attacked more often and the enemies will get more critical hits, so he's about to take a lot of damage.

CONSECUTIVE ENCOUNTERS

Most of the time, when you defeat an enemy group, the battle will end. However, reinforcements will sometimes show up. In this situation, it restarts on your turn, and the effects of support skills continue. It's an advantageous position -- unless you were badly injured in the preceding fight. When you use Riberama and the Attract Pipe to raise enemy encounter rates, you also raise the chances that you'll be hit with consecutive encounters.



If you have absolutely terrible luck, you could have up to eight enemy encounters in a row! This yields a lot of experience, but can really wear you down!

UNAVOIDABLE BATTLES

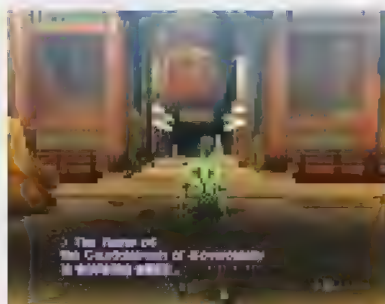
These are battles that are mandatory. You encounter them in specific places and/or by talking to specific NPC demons. You probably can't run, you can't negotiate, and you're stuck fighting a specific enemy in a specific place. Boss battles are also mandatory; the big difference is that in boss battles, a single enemy can get up to 2 actions per turn! If you know you're going to be walking into a battle, make sure you fortify your defenses first.



If you know what you're getting into, battles can be a cinch. Perfect battle preparations mean an easy victory!

FIGHTING AGAINST "FIENDS"

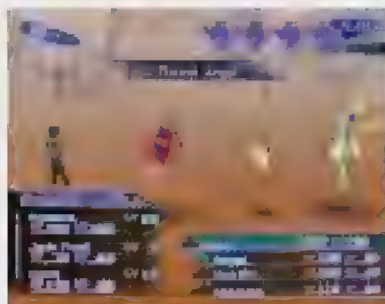
There are some mandatory battles you'll encounter in specific places that are a bit different than the norm. In these situations, a Fiend will ask you 'Are you staying here?'. If you answer negatively, you have a 50% chance of avoiding battle. It seems that when it comes to warfare, they're awfully unreasonable...



When you're near a Fiend's lair, the candelabrum item will begin to glow. If you don't like your odds, it's best to run.

ACTIONS YOU CAN PERFORM IN BATTLE

We introduced the battle screen to you on p27. Now, what commands should you (and your demons) choose? Here, we'd like to explain the various battle actions (command categories), as well as their various uses and some other points that you should keep in mind. You can expect to grow used to these commands over the course of play. Still, you could find yourself surprised, especially in the beginning. For details on operation, consult p27.

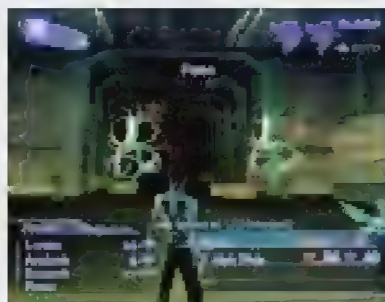


The protagonist has five command categories while demons have around three or four. Try to keep tabs on all the actions your characters can take.

FIGHT

Use skills and standard attacks

Under this category, you'll have the Attack and Skill commands. You can also pass your turn. Here, you should take note of each skill's description, especially indicators such as what attribute a skill uses to deal damage. The basis of attack power -- whether a demon has a strong or weak attack -- is shown in a demon's basic stats. Here, you can see what areas a given demon is weak in, or what advantages it has... and even a weak demon might have a skill or stat that makes it stronger than even the Megidolaon. Don't forget that a demon's stats and levels are the basis of its strength!

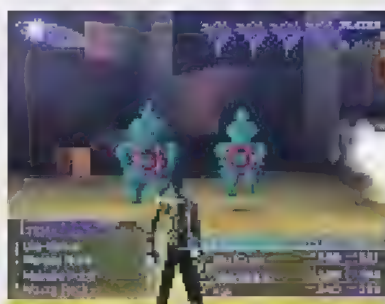


A lot of people don't know that you can use the Square button to pass turns. Try it sometime!

ITEM

Item usage

Only the protagonist can use this command, which lets you use items for the benefit of the party. A character can only learn up to eight skills, but the protagonist can collect and use items for both recovery and attacking. Item use can't be sealed by MUTE status, and they can have unique effects like MP restoration. There are limits, though: you can only hold 99 of a certain item, and only the protagonist can use them. If you ignore these minor drawbacks, items are highly beneficial. In the second half of the game in particular, you should have more than enough money and gems to buy items. Replenishing your items with the money you have on hand should be enough.



If you use an item that gives the same effect as a specific skill, its effectiveness varies depending on the protagonist's level and stats.

TALK

Chat with the demons

You can negotiate with demons for money and friendship with this command. You can use it as a means of evading battle (see p53). Depending on how you use it, this command could even alter your chances of survival. If the protagonist becomes unable to act, then demons with conversation skills can be very useful. If this happens, you're better off using the skill to negotiate for money and items than trying to recruit demons. You can also give away items and Macca to get your opponents to leave you alone. This is explained in more detail on p56. If you want to avoid fighting, this'll do the trick.

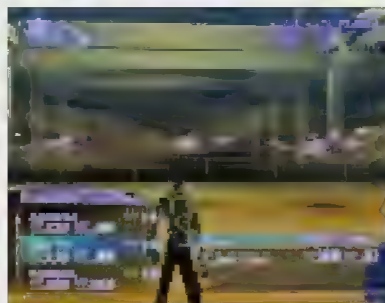


Even if negotiations have gone sour, giving a demon what they want will make them leave. Don't ignore their demands and tick them off!

SUMMON/RETURN

Summon Return

For the protagonist, this command is Summon, while for demons, it's Return. You use this to change your party's members while you're in battle. The protagonist can take a turn to call forth a new demon, but when a demon uses its Return command, it leaves an empty space in the party lineup that the protagonist must use Summon to fill. If it appears that a demon may perish soon, it is a good idea for them to use the Return command. You usually use Summon for another to take their place. Keep in mind: The demon command Beckon Call is actually a fighting technique. Don't confuse it with the protagonist's Summon.

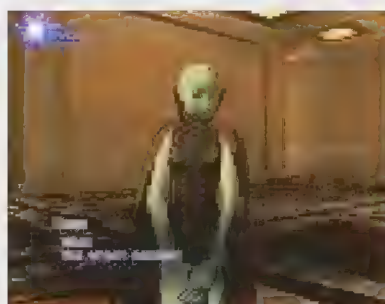


As explained on the following page, summoning demons who have affinities that work against the enemy is key to victory!

ESCAPE

Run from a battle

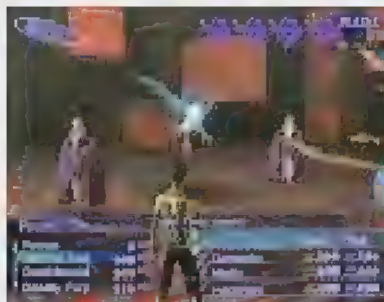
If you use the Escape command, the protagonist and demons will flee from the battlefield. Of course, this won't always work, and if you fail, it'll automatically switch to the enemy's turn. There are some factors that affect the success rate: the level of your party members, the Agility stat, and the Luck stat. If these are high, running away will be a breeze. If you're getting close to a full moon or there are a lot of enemies, it'll be a lot harder to get out of a fight. If an enemy is capable of causing ailments, like immobilization, and you want to run away safely, try using the Fast Retreat skill.



It's difficult to escape under a full moon. But, if your levels are high, your success rate will dramatically improve.

ATTACK ATTRIBUTES

Whether they're skills or traditional attacks, all techniques have attributes. These attributes can be classified (please take a glance at the following page for more details), and they all have certain characteristics. They can have wide and varied effects on different enemies. Once you know the features of all these attributes, it will be a tremendous advantage in battle. However, since some skills are not at all effective against certain enemies, having a party whose skill set is one-sided should be avoided.



When selecting skills in battles, you should keep tabs on what attributes they carry. When you know the aspects of all your skills, you'll become more proficient in using them.

DEFENSES

It is absolutely necessary to learn about and remember your defenses. From the moment the protagonist undergoes his demonic transformation, he will be able to see the effectiveness of attacks with certain attributes.

You'll see the six basic defense affinities on the bottom of the next page. On the status screen, you'll be able to see the defenses of certain demons, as well as how they are combined (i.e. Void Fire, Expel + Death Repel/Weak to Ice, etc.). If a Strong to/Weak to X indicator is present, you'll see a percentage indicator next to it indicating its level of effectiveness. However, if you see no such indicator for a given defense, those attacks will generally do standard damage.

When we talk about effectiveness, we don't just mean the attack strength -- we're also talking about the hit rate. You'll find that some attacks will miss very often if they carry certain attributes. Again, it's important to know how attributes interact.



Even though no Weak to 'X' indicator appears, some demons will suffer twice normal damage.

ATTACK ATTRIBUTES

Attribute	Explanation
Phys	The attribute for basic attacks performed by using Fight and almost all HP-consuming attacks. Whether it be from swords,grappling,or even guns,this is the purest form of direct damage.
Fire	MP-consuming skills that attack the opponent with fire and heat energy (only the protagonist's Magma Axis consumes HP). Deals direct damage.
Ice	MP-consuming skills that damage through a chilling blast of ice-cold wind. Deals direct damage and can also give FREEZE status.
Elec	MP-consuming skills that deal damage through electrical energy. Deals direct damage,and can also give SHOCK status.
Force	MP-consuming skills that deal damage through force,shockwaves,and atmospheric pressure. Deals direct damage and can also cause the instant death STONE status.
Almighty	No matter what the enemy's defenses are like,these attacks will always deal 100% damage (equal to the basic power),but they also do not exploit weaknesses. Most skills of this type require MP but some use HP instead.
Expel	As the name implies,MP-consuming skills that allow you to kill demons in one hit. Some cause damage,but they all have the characteristic of either being effective and causing instant death (or damage) or being totally ineffective.
Death	MP-consuming skills like Expel,that deal instant death with black magic. These too will either cause instant death (or damage) if they are effective at all and nothing if they are not. Can also give STONE status.
Curse	MP-consuming skills that use curses to cause MUTE and POISON status. There are some that also deal direct damage at the same time.
Nerve	MP-consuming skills strike the opponent's nerves to cause BIND and STUN status. These do not deal direct damage.
Mind	MP-consuming skills that cause SLEEP,PANIC,and CHARM status by targeting the opponents mind. Some can also deal direct damage at the same time.
Explode	These skills take all of your HP to deal heavy direct damage to enemies (and sometimes companions). They don't use MP,but you die from using it. Like Almighty skills,an enemy's natural defenses cannot reduce this damage.
Support/Special	Attributes that do not have defenses. As with Almighty and Explode,the effectiveness of these skills cannot be altered with resistances. They do not deal direct damage,but provide support in battle.

— Also referred to as "A. Magic."

■ = Also referred to as "Ailment Attacks," which deal Ailment similar to Ice,Elec,and Death.

DEFENSE ATTRIBUTES

Defense	Explanation
Strong to X	Being strong against a certain affinity decreases the amount of damage taken from attacks of that type as well as increases the probability that they'll be evaded. The amount of damage reduced varies from demon to demon, but is always in the 10% to 80% range.
Weak to X	If you attack an enemy and see the WEAKNESS message pop up,you'll be entitled to some excellent benefits in battle (see p35). In almost all situations,your damage and hit rate will increase (up to 250%!). Some attacks,however,still do normal damage amounts.
Void X	All damage from an attribute is nullified,as are status and instant death techniques. The side on the receiving end of this attack gains a Press Turn Battle advantage (see p35).
X Repel	This sends all damage,ailment,and instant death attacks of a certain type right back at the attacker (if the repellee has the ability to null attacks of that type,no damage is dealt). The defending side gains an advantage.
X Drain	With this defense,an attack of a certain attribute is absorbed as recovered HP (ailment and instant death spells are simply nullified). As with Repel X,the defending side gains an advantage.
Normal	This affinity appears only when the protagonist is using the Maragareh and Kailash Magatama. It reduces effectiveness of enemy Expel and Death attacks by 50% (all other attributes remain unaffected).

THE FOUNDATION OF PRESS TURN BATTLE

The Press Turn Battle has some unique aspects that set it apart from a regular turn-based battle system: Namely, you and your allies attack together. Your side and the enemy side take turns. You'll see an indicator in the upper right corner of the screen showing a number of Press Turn Icons equal to the number of allies participating in battle. When you or an ally take an action, it uses a Press Turn Icon. When all your Press Turn Icons are used up, it switches to the enemys turn. But, depending on battle circumstances, the number of icons you have can fluctuate. Obviously, an increase is highly beneficial while a decrease is very, very bad.



If you plan a good strategy, you can take eight actions in a single turn! Imagine the carnage you can cause...

HOW PRESS TURN ICONS DECREASE

Of course, there are set rules regarding your icons. Effective attacks give extra icon use, while weak techniques can be extremely burdensome. That's the most simple explanation. By effective attack, we mean a critical hit or a strike that exploits the enemys weakness. When you hit with one of these attacks, one of your icons will start flickering. Flickering icons are not used up and can be used again. However, even if you score a critical or weakness hit while all your icons are flickering, you won't get any extra icon usage. Conversely, the weak attacks are attacks that are repelled, absorbed, invalidated, or evaded by enemies. If this happens, you can lose two Press Turn Icons -- or even your entire turn! Avoid this as much as possible! For more details, see the following page.



If an enemy hits you with an attack that is blocked by any affinities you have, you automatically start your turn. Knowing your allies defenses is highly beneficial.

Going Back and Forth Between Attack-Result-Press-Turn Icons



Normal Hit/Other Actions

One Icon Expenditure

When you try for a normal hit, you'll spend one icon, regardless of the kind of attack you used (normal attack, skill, item, etc.). If the opponent has a strong defense affinity, it'll take less damage and will still get a normal hit. Other actions, such as summoning an ally or talking, will also spend an icon.



Failed Attack (MISS)

One Icon Expenditure

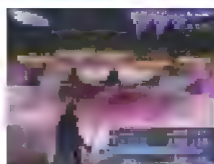
If you attack and miss, your attack fails and you'll spend one icon. This usually happens when you're using skills with a certain rate of success, like Hama or Mudo. A blunder like this is due to a failure on the part of the ability and is different from an evaded attack, thus only one icon is lost as a penalty.



Critical

Icon Blink

If you score a critical hit, you'll inflict 150% damage and one of your icons will start to blink. This usually doesn't happen, but if you carry certain skills and the enemy's got lousy defense, it's more likely to occur.



Strike at the Weak Point (WEAKNESS)

Icon Blink

If a WEAKNESS is indicated after an attack, you've hit an opponent's weakness. One icon will start to blink. Now you know that opponent's defense affinities, and you can and should exploit it with the appropriate skills. This is especially helpful during boss fights.



Evading Attacks (Dodging Motions)

Two Icon Expenditure

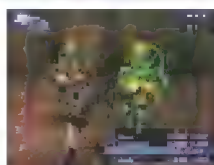
If an opponent dodges your attack, it's been evaded, and it'll spend two icons. Since the rate of evasion depends upon the 'Ag' stat, you can lower the chances of an enemy evading your attacks with Support skills like Sukukaja and Sukunda.



Void

Two Icon Expenditure

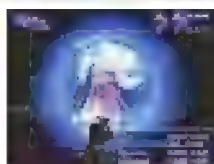
If a character is hit with an attack that they're immune to, the attack has been voided. Two icons will be spent. As with the WEAKNESS, you can avoid this by learning your enemy's attributes and defense affinities. Use the Tetraja skill to block Expel and Death attacks.



Drain (Bluish-White Light)

All Icon Expenditure

If a character glows with a bluish-white light when they're hit, they've just absorbed the attack. The numbers that usually indicate damage will turn green to indicate healing. This'll automatically spend the rest of that side's icons and switch over to the other party's turn.



Repel (Violet Light)

All Icon Expenditure

A purple glow indicates that a character's just repelled an incoming attack. Whoever just hit him receives the damage, all of the attacker's party's icons are spent, and the battle switches to the other party's turn. This often happens when you use barrier skills like Tetrakarn and Makarakarn.



Next Turn

12 Icon Expenditure

If Next Turn is used, an icon will be spent if any of them are flashing. Otherwise, an icon will start flashing, and you can hand over your turn to the next ally in line. This won't reduce the number of actions on this turn, which are equal to the number of icons you've got.

Note: Over the course of a turn, you can get multiple simultaneous attack results. In order of precedence, you'll get the bad results first (of course), followed by good results and finally normal hits, along with a fixed expenditure of icons. For example, if a Void and a Repel occur at the same time, the Repels result will precede everything else, along with the accompanying icon expenditure. If a Void and a critical hit happen at the same time, the Void's results will happen first, and two icons will be spent.

AILMENTS

Ailments can be inflicted by certain attacks, and change the behavior of any character under their effects. Once they've got a status, a character won't be able to engage in all or some of their normal actions, and they'll suffer from various handicaps. A glance at the next page will explain the fine details, but the main point is that an Ailment gives an afflicted character a significant disadvantage.

Obviously, avoid Ailments yourself, but use them whenever possible to seize the advantage. It's important to know how to use statuses, and how to recover from them.



Take advantage of deadly Ailments. It'll make battles much easier.

DEFENDING AGAINST AILMENTS

To begin, you should have a standard plan of defense against Ailments. Some attacks can actually cure them, and you can defend against them by keeping a defense affinity that'll allow you to resist the attack. If you need a bit of help understanding the details, check the summaries on the right.

A character can only suffer from one Ailment at a time, with the exception of CURSE. If a character's struck by more than one attack that inflicts an ailment, he'll keep or ditch the ailment based upon the ailments priority, as indicated by the table to the right; the higher on the table an ailment is, the higher its priority.

In order to avoid low-priority Ailments, you can opt to keep an ailment that's higher-priority. For example, if the protagonist is suffering from MUTE, leaving it alone will make you completely immune to PANIC and those ailments that are lower on the table.

Note that while DEAD has the highest priority of all, it's not strictly an Ailment. It's on the table because it precedes all other ailments.



CURSE is the exception to the rule, since you can get it at the same time as any other Ailment. It requires special attention.



If you should catch an ailment, you should cure yourself right away. Familiarize yourself with the various skills and items that cure Ailments.

AILMENT SUMMARY



■DEAD

Don't let your HP reach 0

The characters dead. RIP. If the protagonist dies, it's game over, but a dead demon will return to your stock.

Cure With: Recarm, Samrecarm, Revival Bead, Boim of Rising



■STONE

Can be blocked with Death Resistance

The petrified character cannot take any actions until the ailment is cured, including curing himself. If a petrified character is attacked by Phys or Force skills, there's a good chance that he'll crumble and die instantly. Once a character is petrified, he only takes 10% damage from Fire, Ice, and Elec skills, and is totally immune to expel, death, and other ailments.

Cure With: Automatically recovered after battle, Petradi, Prayer, Dis-Stone

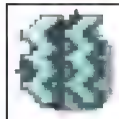


■FLY

Can be blocked with Curse Resistance

Only enemy demons can use this skill. It can change the protagonist or his demons into flies (Boels Bone). While suffering from this, you can still take all your actions, but all your parameters except Ag are set to 1, your attacks are only 10% as strong, and you'll take 200% damage from all attacks.

Cure With: Automatically recovered after battle



■STUN

Can be blocked with Nerve Resistance

You can still take all your usual actions, but your hit rate for normal and skill actions is reduced by at least 25%. Counterattack skills are disabled. Unless cured, STUN will persist after a battle.

Cure With: Paralaa, Prayer, Dis-Stun



■CHARM

Can be blocked with Mind Resistance

A character with CHARM status will betray his allies, and assault them with normal attacks. He may also use recovery and auxiliary skills on the enemy. You cannot control his actions.

Cure With: Automatically recovered after a number of turns pass or after battle, Dis-Charm, Prayer



■POISON

Can be blocked with Curse Resistance

When a POISON victim takes a turn, he'll take damage equal to, at most, 1/8th of his HP. Outside of battle, the victim will lose 3% of his HP for every two steps he takes.

Cure With: Posumjai, Prayer, Dis-Poison



■MUTE

Can be blocked with Curse Resistance

The victim cannot use any skills unless they're physically attributed or automatic. Conversational skills may be possible. This ailment persists outside of battle, where it disables the skills on the command menu.

Cure With: Mutuai, Prayer, Dis-Mute



■BIND

Can be blocked with Nerve Resistance

The victim cannot take any actions until cured. Anyone who attacks him has a better chance of inflicting a critical hit.

Cure With: Automatically recovered after a number of turns pass or after battle, Patra, Mepatra, Prayer, Sacred Water



■PANIC

Can be blocked with Mind Resistance

The victims are freaking out. He may scatter your Macca (friendly characters will steal 5-10% of your Macca, while unfriendly ones will give you money; return to the stock on his own, and run away if an enemy approaches; start speaking gibberish to your enemies; or refuse to do anything at all.

Cure With: Automatically recovered after a number of turns pass or after battle, Patra, Mepatra, Prayer, Sacred Water



■SLEEP

Can be blocked with Mind Resistance

All actions are completely ineffective until the ailment is cured. Also, HP and MP will be recovered by only 1/8 at the most after every turn.

Cure With: An attack from an enemy, automatically recovered after a number of turns pass or after battle, Patra, Mepatra, Prayer, Sacred Water

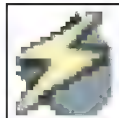


■FREEZE

Can be blocked with Ice Resistance

The victim cannot act until the end of his opponents turn. Physically-attributed skills will always inflict a critical hit on a character with FREEZE status, and will ignore Void, Repel, or Drain defense affinities. Furthermore, the victims Void, Repel, and Drain affinities are usually ineffective, so he can be hurt by skills that usually bounce right off.

Cure With: Automatically recovered after an enemy turn ends, Prayer*



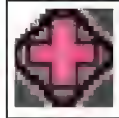
■SHOCK

Can be blocked with Elec Resistance

The character is incapacitated until the end of his opponents turn and cannot attack. Physical skills always score a critical hit against a character with SHOCK status.

Cure With: Automatically recovered after enemy turn ends, Prayer*

*Since these statuses end with the opponents turn, Prayer is generally not an option as a cure, but an ally with CHARM status may betray you and use Prayer to cure enemy demons with FREEZE or SHOCK status before the turn ends



■CURSE

Special Battle Status

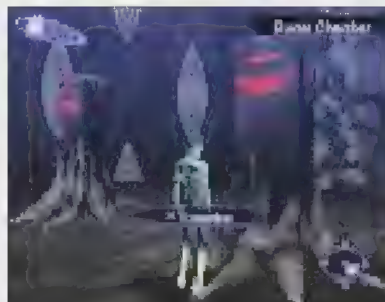
When the protagonist has a Magatama equipped and levels up, there's a fixed probability that he'll become Cursed. Actions are usually possible, but a Cursed protagonist will attack his allies at random with normal hits, and will receive damage while petrified.

Cure With: Can only be healed at healing institutions (Fountain of Life, Heal Spot, Dr. Dark)

USEFUL BATTLE TECHNIQUES

From this point forward, we will show you some effective fighting techniques, based on our own experiences and our description of the battle system. There are certain tactics that are only effective in certain situations, as well as more versatile options that will see you through most fights. However, eventually, brute force will become necessary.

Here, we'll present the fundamentals of the fundamentals. As you become more familiar with the battle system, you'll be able to adapt your tactics accordingly, and enjoy the game on a whole new level.



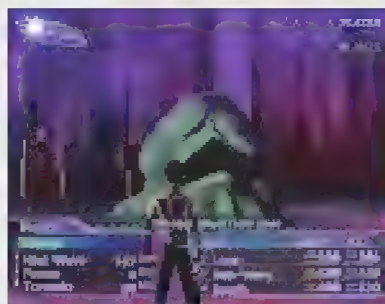
It's difficult to get high scores in the Burial Chamber by simply leveling up. Use rematches with defeated bosses to try out new battle techniques.

PRESSING THE ADVANTAGE

In the Press Turn battle sequence, the difference between victory and defeat will come down to who has more actions. However, it's difficult to organize your party so that you're capable of targeting every enemy's possible weakness, and there are a number of enemies who don't have weaknesses. In these cases, you'll need a reliable method for scoring criticals.

If one of your allies learns Bright Might or Dark Might, they have a chance of always making critical hits. If a member of your party knows one of these skills, wait until they use it before you take your first turn. This is effective on nearly every boss, so remember this, but it's

useless against any enemy who's resistant to physical attacks.



As a general rule, Bright Might is better than Dark Might. There are as many as 4 bosses you will fight while the Kagutsuchi is FULL.

USING AILMENTS EFFECTIVELY

When an enemy is afflicted with an Ailment, it will not only give you an advantage, but you can also combine it with other skills to enhance its effect. For example, combine SLEEP with Eternal Rest or POISON with Pestilence. This should be enough to destroy most enemies.

The low hit rate for Phys skills put them at a disadvantage, but by targeting an enemy with FREEZE or SHOCK status you can reliably get hits and criticals.

You can also take advantage of enemies with strong recovery skills by hitting them with the Charm effect, so they'll use their talents to heal your allies.

There are a number of other ways to use Ailments

effectively. Try combining them with different attacks.



If you want to escape a battle or have an uninterrupted conversation, use Ailments to render your enemies helpless.

PROTECTING YOUR DEFENSE AFFINITIES

There are three ways to defend yourself. The first is to use skills that strengthen your allies, and the second is a more proactive approach, which weakens enemies without doing any damage.

The third is to make use of your own defensive affinities, so you're resistant or immune to an enemy's attacks. This means you'll start with an advantage from the first turn of combat, and you'll be effectively immune to enemies' preemptive strikes. If you want to stay alive through the hardest parts of the game, make sure your

protagonist's defenses protect him from as many kinds of attacks as possible.



If an enemy has a Repel defense affinity, use it against him by bouncing skills that you're strong against off of him.

DO NOT HESITATE TO USE ITEMS

Some items are more useful than skills, but many players will try to conserve them for dire situations. This only hurts you in the long run. It may be difficult to let go of this habit, especially if you're a fan of other RPGs which focus on stockpiling items, but there are virtually no items in *SMT: Nocturne* that you can't restock with relative ease.

Yes, some items may take some effort to find, but while you're searching for them, you're also building up experience and Macca.

You shouldn't hesitate to use your items. Your skills are nice, but they alone won't bring down bosses, especially the boss at the Tower of Kagutsuchi.



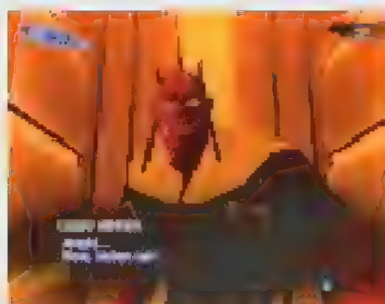
Not using your items is bad, but wasting them is even worse. Stay on your toes at all times, and keep your item supply well-stocked.

PREPARING FOR BATTLES

The secret to winning battles is to focus on general strategies, rather than plans for specific situations. You should prepare items, skills, and combinations thereof that are effective against a wide variety of opponents before you get into a fight, instead of trying to rearrange your strategies on the fly.

The first thing you should do when organizing your party is to keep your characters' affinities in mind, as well as those of his allies. If there's a gap in your party, fill it by creating a new ally via fusion. If a demon

just isn't doing the job, provide it with a few items to power it up.



A little bit of forethought will get you through the trial battles at Mantra's Headquarters. If you charge in without thinking, it'll go badly for you.

4

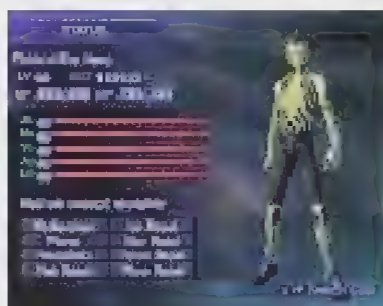
There are quite a few skills of all kinds, with a large number of uses in battle. What skills should you and your allies learn? This section is where we answer that important question.

Skill Basics

ABOUT SKILLS

Skills are the various abilities that your protagonist and his demons will acquire over the course of the game, and will use for attack, defense, and recovery. They have a wide range of functions, from bestowing special qualities upon their user to starting a conversation with an enemy demon.

You won't be able to use your skills as effectively as possible unless you know them all inside and out. Over the next few pages, we'll be providing you with the reference material you need, and discussing each skill's various uses.



There are skills that give unnatural defense affinities. It's possible to overcome this weakness.

SKILL CLASSIFICATION

The descriptions starting on the next page basically explain the skills and their different uses. However, we would like to point out that the classification method here, not including the attribute classification, is something that we collected and is not officially part of the game.

There are methods to sort skill details, but the fundamentally important ones are the 3 lists given on the right. The first one is a classification based on attribute, which is important when an attack attribute (previously described) is shown together with a skill inherited from fusion. A classification that is based on this result and use is an easy way of understanding a skill since it presents the aspects that make the skill useful. The last one is a classification based on how to use a skill, and is divided in a similar way to how they operate. For the time being, you'll want to understand how each skill is used in actual combat, using your own experiences to help inform your decisions.

Skill Classifications

Attribute (Transfer Type): Phys, Fire, Ice, Elec, Force, Almighty, Expel, Death, Nerve, Mind, Explode, Heal, Support, Special, and Conversation.

Result/Use: Damage, Fixed Damage, Ailment, Instant Death, Resistance Up, Intensify Attack, Weaken, Barrier, Drain, Heal, Cure, Revive, Battle Support, Search Support, Summon, Ally Request, Item Request, Macca Request, Dialog Support
Method of Use: Techniques (HP-Expenditure), Magic (MP-Expenditure), Automatic Effects, Action Style

*For anything other than the classified particulars, please refer to p308, Skill Data.

MP-Consuming Damage Skills

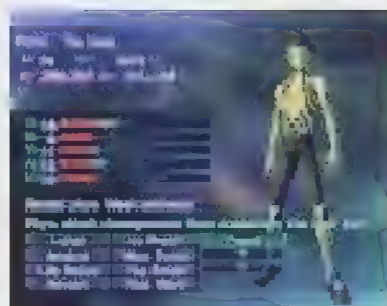
These skills use up MP and damage targeted opponents, much like the magic found in other typical RPGs. Since these skills are usually used in battle, they have a rich variety of attributes: Phys, Fire, Ice, Elec, Almighty, Expel, Death, Curse, Nerve and Mind. Moreover, these skills can be used to attack a single target, multiple targets, or all the enemies on the battlefield.

Some skills can also inflict Ailments and damage at the same time, which makes them very effective. Other features to look for include hit rate, the presence or absence of critical hits, and what changes a skill makes, if any, in a character's Magic stat.

Skills that use up MP are useful for exploiting enemies' defensive weaknesses. By using skills with the right attribute, you can damage the enemy and increase the number of actions you can take.

Be careful of enemies whose defense involves the Makarakarn skill, which repels all skills except

those with the physical or all-purpose attributes. Also, remember that the MUTE Ailment will prevent you from using these skills.



With so many skills to choose from, it can be hard to pick. You may want to consider arranging your skills by how many foes they can target, rather than by their attributes.

HP-Consuming Damage Skills

These skills will damage their user in exchange for attacking their target. Almost all skills in this category are physical, with only three that feature different attributes: Magma Axis (Fire), Freikugel (Ice), and Stinger (Almighty).

Similar to MP-using skills, these attacks can target single or multiple opponents, and can inflict Ailments on an enemy. Where HP-using skills differ is that they trade a lower accuracy for a high critical rate, and their power will be affected by the user's level and Strength stat.

Critical hits and extra turns can be useful when you're fighting an enemy that has no weaknesses. Also, you usually aren't prevented from using these skills if you're afflicted by the MUTE status. Don't worry about using up too much HP, as there are plenty of ways to restore it.

One special method is to combine the Pierce skill with these abilities to deal 100% damage to enemies with Phys resistance other than Repel. Be

careful around enemies with retaliatory skills, as they may be able to counterattack.



HP-using skills are usually described as being a last resort. It is possible to kill yourself by overusing them.



Magma Axis is an exception to most of the rules that govern these skills. The MUTE Ailment can prevent you from using it.

Fixed Damage/Instant Death Skills

Fixed damage is an amount of damage determined by the targets remaining HP. Since an instant death skill literally depletes all a targets HP, it can be called a fixed-damage attack that affects 100% of a victims HP. This category is almost all Expel and Death skills, and affinities and users level and Magic stat affect only the success rate of these attacks.

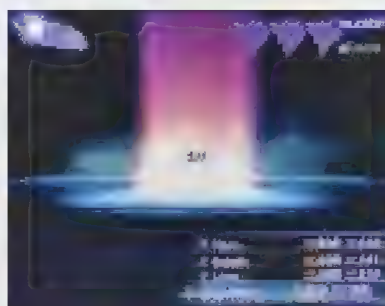
For example, Thunderclap delivers damage equivalent to half of the targets total HP (50%). If you use Thunderclap against someone with a 150% Expel affinity, the chance that it will deal damage will increase by 1.5.

These skills spend MP, cannot deliver a critical hit, and can be shut down by the MUTE Ailment, just like any other skill that spends MP.

Fixed damage skills are useful when youre fighting opponents with plenty of HP. Your ordinary attacks may not be enough by themselves, but if you use a few fixed damage skills to weaken your target,

youll be able to take it down. Instant death skills, on the other hand, can kill an enemy in one hit, no matter how many HP they have.

Most bosses have a certain degree of resistance to expel and death, so you wont get a lot of mileage out of these skills.



Thunderclap doesnt do much good against an enemy with few HP. For example, an opponent with 20 HP will only take 10 points of damage.

Ailment Skills

These are a little self-explanatory. Ailment skills dont do any damage by themselves, but they act to weaken your opponents. Their main role is to work in conjunction with any of the other damage skills.

There are three kinds of damaging skills that can have many simultaneous effects. These skills are usually Curse-, Nerve-, and Mind-attributed. Defense affinities and the users stats cause an Ailment skills success rate to rise and fall, instead of the amount of damage they cause.

There are many kinds of Ailments (p36), and since each ailment has a different effect, its difficult to get into specifics regarding their useful aspects. The best reason to use them is to slow down your opponents. Since you can use them to greatly reduce the amount of damage you take, they can be especially useful during long battles or in a large dungeon where you have to conserve healing. They are especially useful for supporting Phys-attribute

skills, so if you have allies with HP-consuming Phys skills, make sure you use them in conjunction.



Even if youre heavily injured and seriously out-classed, you can turn the tables by afflicting your enemies with Ailments. They can even produce critical hits.

Support Skills

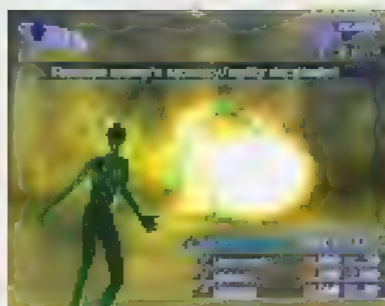
Support skills are attack skills that'll aid you in battle. There are three types: some weaken your enemies, some strengthen the party, and some place barriers that'll inhibit incoming attacks.

Skills with the suffix "-nda" are commonly used against enemies. The suffix "-kaja" indicates a skill which'll power up your characters, and skills marked with the "-karn" suffix will partially or totally stop enemy attacks. These are great in boss fights. The MUTE ailment can keep you from using Support skills, but they exist outside the affinity system, and as such, can't be nullified.

When you use a "-nda" or "-kaja" skill, the targets statistics (defense, hit rate, evasion rate, special attributes, etc.) will fluctuate. Each Support skill can be used up to four successive times, and in so doing, can more than double the ability it modifies. That can take some time, which makes it ideal for long, drawn-out battles. Be careful with the existence of Dekunda and Dekaja, as their effects can counterbal-

ance these support effects

It only takes one turn to place a barrier with a "-karn" spell, which will set up your party with a repel affinity. These skills are very useful, but they use up a lot of MP and they don't last forever.



Skills like War Cry and Fog Breath have an effect with two stages that are partly like the result of an 'nda' skill. These are easy to use in any kind of normal battle.

Healing/Cure/Revive Skills

These skills can recover your allies HP, cure Ailments, and revive allies who've died and returned to the stock. When you use a recovery skill on a friendly target, it'll bypass their defense affinities. These skills use MP, and as such, can be blocked if the caster is suffering from the MUTE ailment.

For every ailment, there's a recovery skill that can cure it. However, since no one character could possibly carry enough skills to cure every ailment in the game, you're often better off carrying a stock of items to deal with some of the rarer ailments.

Also, since items that substitute for Revival and all-party Healing skills are difficult to come by, it is desirable to have at least one party member with these skills.



An efficient method is to use skills to recover HP and use items to recover lost MP.

Drain Skills

Drain skills take away an enemys HP and MP, and give it to the user. These all-purpose skills usually use MP and inflict direct damage.

There are four drain skills: Deathtouch recovers HP, Mana Drain restores MP, and Life Drain and Meditation will steal both.

These skills are extremely effective during longer fights, or over the course of lengthy dungeon crawls. Furthermore, if you use Support skills like Makakaja, you may steal more HP or MP.



Drain skills are great for boss fights where youre using up a lot of MP. Since theyre all-purpose, theyre often quite effective.

Attack Intensification Skills

These useful skills enhance attacks power, increase your chances of inflicting critical hits, and provide additional abilities.

Intensification skills dont have to be used in combat. They grant their effects automatically to whoever knows them. Many of them dont expend HP or MP.

The real value of intensification skills is when you use them in conjunction with normal attacks. A powerful skill can become insanely destructive with the right enhancements backing it up.

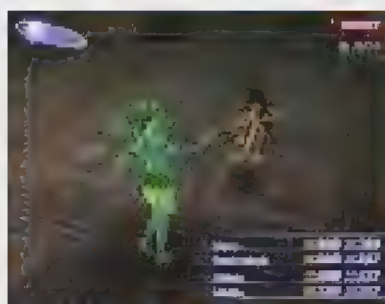


When enhanced by Fire Boost, Magma Axis becomes one of the strongest skills in the game.

Resistance Enhancement Skills

As with the Attack Intensification skills, these skills take automatic effect. These skills can grant new resistances to the character who carries them. There are three kind of resistances, which are sort of self-explanatory: void, drain, and repel.

Normally, a character will take 1.5 to 2 times the damage if theyre hit by an attack that exploits their weak spots. With one of these skills, you can turn your allies weaknesses into strengths.



The amount of healing and the amount of damage repelled will conversely decline for allies who are strong with drain/repel resistance skills.

Battle Support Skills

Battle Support skills don't fit into any one category, really. They're very specific skills that're useful in very specific ways during combat.

Examples of Battle Support skills include Trafuri and Fast Retreat, which help you run from a fight; Endure and Never Yield will let the user survive an attack that should've killed it, but only once; and Analyze displays an enemy's stats.

If you've got the room, you'll want to carry a few of these. In case of an emergency, be sure to teach your protagonist Endure. Remember, if he dies, it's game over.

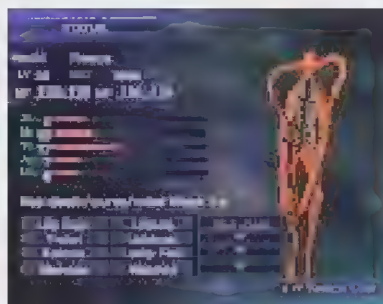


A few Battle Support skills can only be used by your enemies, and some of them increase the user's number of attacks. Unfortunately, there's no way to prevent this from happening.

Search Support Skills

Although these skills are not directly useful in battles, they are usually effective when exploring fields and dungeons. They are capable of changing the rate at which enemies appear so that you can safely walk over dark zones and damage zones. Many of them possess unique effects: Watchful enables you to gain experience points without participating in battle, and Lucky Find helps you find items when traveling across fields. Allies who are not included in the party, not participating in battle, and are simply waiting on standby in the stock can use

these skills and their effects. It would be wise to start out with one ally holding as many Search Support skills as possible.

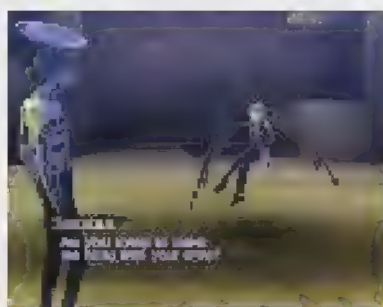


The Pisaca is an expert at using Search Support skills, and can be bought from the Shady Broker at the First Kalpa.

Conversation Skills

This type of skill is necessary for allies, other than the protagonist, to talk with enemy demons. Some can be executed through the use of a command, while others operate automatically when necessary. There are many kinds of Conversation skills, but since you can't use them directly in battle, it's not necessary to teach them to your main fighters. These skills are useful if your aim is to gather allies and earn items and macca. Conversation skills can be used to request money and goods at times when funds are low. The protagonist will not be able to do this, but when funds are low having a conversation

by using dialogue skills to request money and goods is useful, and can even be fun. See p52 for details concerning how to use these skills.



You will be surprised by the different kinds of conversations you can have with your enemies. If you're getting tired of brutal battles have some fun by talking to demons.

5

To fully exploit character development, you'll need to understand how it works. In this chapter, we'll discuss the finer details.

Development

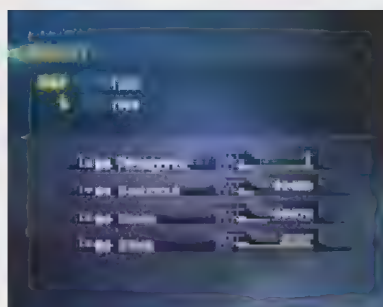
LEVELING UP WITH EXPERIENCE POINTS

When they get a certain number of experience points, your main character and his allies will level up. How much experience you need for your next level is shown on each character's status screen.

Demons tend to need more experience points to level up than the protagonist does. Also, the lower a demon's rank, the more experience they need to level. For example, you need a lot more experience to get a Pixie to level 11 (with a starting level of 2) than a High Pixie (with a starting level of 10).

When you reach a new level, a growth event occurs where you acquire new skills and status stats. We'll discuss this in more detail below.

The level gauge stops at 99. However, as you continue to earn experience after you reach level 99, your HP and MP will increase proportionally.

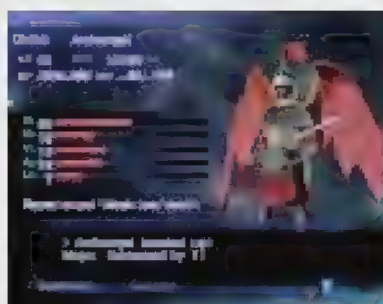


Once you get to the maximum level (255), the indicated experience points needed to level up will stop at 1. At this point, the protagonist has earned more than 2.3 million experience points.

STAT BOOST

When they level up, both your main character and his allies will experience the same kind of growth event, where one of their stats will increase by one. You'll get to choose where your main character's point goes, but your demon's stats will increase in an automatic and random fashion. Each demon's stats will increase in a manner that fits their areas of expertise.

If you should acquire a large amount of experience points all at once, and level up twice or more in a single event, you won't lose out on any points. It's possible to have all your stats reach the maximum of 40, provided that you continue to earn experience once you've reached level 99.



You'll be able to watch your characters change and develop during growth events.

ACQUIRING SKILLS • PROTAGONIST

The protagonist acquires skills by drawing out power (skills) from a Magatama. Here's how this works.

There are a number of different skills you can acquire by equipping a Magatama. Each skill will be acquired when you reach a certain level (see p351). When your main character levels up, and once you have acquired your current Magatamas skills, you can learn new ones.

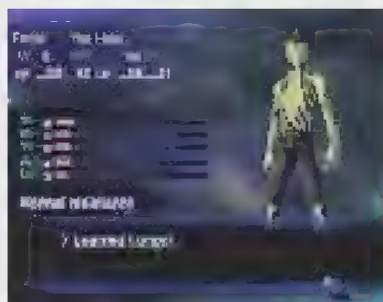
Even when you've reached the necessary level to get a new skill, you can only get one skill at a time. The only way to get multiple skills simultaneously is to earn enough experience points in a single encounter to earn more than one level.

For example, let's say a level 2 protagonist, equipped with the Marogareh Magatama, reaches level 3. He could theoretically acquire two skills: Lunge (which requires the user to be at level 3) or Analyze (level 4). Since he's only level 3, he can only learn Lunge. If the protagonist was at level 2 with the same equipment, and reaches the 4th level after a particularly long fight, he could pick up both skills.

As a rule of thumb, if you're about to level up, change your current Magatama to one that'll teach you a new skill at your new level.

There are 113 skills you can learn from Magatama, which means you can't learn all the skills; you'd have to level up 113 times, and you can carry a maximum of eight skills. If you've already got eight skills when you learn a new one, you'll have to either throw away one of your old skills or abandon the new one. Once you discard a skill, it's lost forever and cannot be acquired a second time, so be careful!

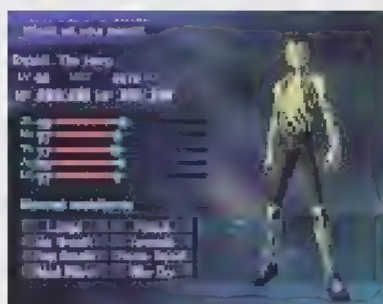
Marogareh's hidden skill, Pierce, cannot be learned by simply leveling up. You can only get Pierce if you witness an event that occurs within the depths of the Labyrinth of Amala. Once you've done that, you can equip Marogareh and learn Pierce once you reach your next level.



A skill that's listed in a gray font can be acquired the next time you level up.



Look for Magatama that're shining and shaking fiercely. These will teach you a new skill if you have them equipped when you reach your next level.



The last skill on Marogareh is a mystery. It won't be revealed until you see the event in the Amala Labyrinth.

THE PROTAGONIST'S CLASS

Once you have learned all the skills from a Magatama, a message will pop up saying that you've extracted all the power from it. At that point, the Magatama will be marked by a red frame on your equipment screen, to indicate that it's been mastered.

Your main character's class is related to how many Magatama he's mastered. Each Magatama is set towards a certain attribute, be it Light, Dark, or Neutral (see p353). Your class will be determined by how many Magatama of each attribute you've mastered; in the event of a tie, Light and Dark take priority over Neutral, and Neutral wins if Light and Dark are tied. The relationship between the class and number of Magatama is shown in the table to the right.

Master Magatama/Protagonist Alignment

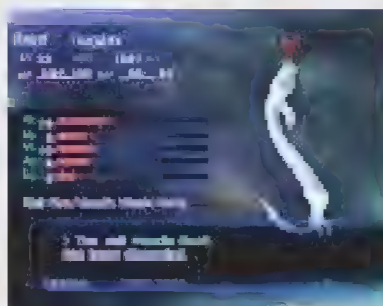
Number	Attribute Bias	Class
0-1	(None)	Fiend
2-3	LIGHT	Votary
	NEUTRAL	Adept
	DARK	Soldier
4-5	LIGHT	Zealot
	NEUTRAL	Expert
	DARK	Battler
6-11	LIGHT	Saint
	NEUTRAL	Master
	DARK	Slayer
12-24	LIGHT	Spirit
	NEUTRAL	Phenom
	DARK	Lord
25+	(None)	King

ACQUIRING SKILLS FOR ALLIES

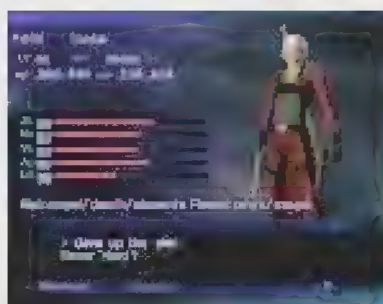
Acquiring skills for allies is basically the same as acquiring skills for the protagonist. In order to learn a skill you must get to a certain level. As with the protagonist, if you've got eight skills and acquire a ninth, you'll have to choose a skill to throw away. Each demon learns skills at its own unique pace (refer to p260 for demon data). You can't learn a skill twice, so if a demon should happen to learn a skill that it already knows (such as one that it's learned via fusion), nothing will happen.

An allied demon, unlike the protagonist, may learn several skills per level. This is common if you make high-level demons via special fusion techniques; sometimes, the demon may gain access to multiple skills, all of which have the same level of acquisition. If that's the case, then when the demon reaches that level, he'll get all the skills at once.

A few skills may change if the demon was created by fusion or is mutating (see p50). Keep in mind that you do get some bonuses via transformation.



If an ally throws away an important skill, you can get it back, but it's very difficult.

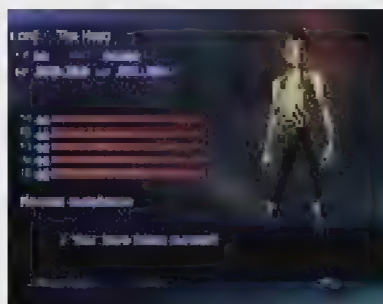


Allies that aren't derived from fusion, such as Dante, cannot relearn skills they throw away.

WILD MAGATAMA

During the protagonist's growth event, his magatama might go wild. When the protagonist levels up, there's a 66% chance that his magatama may start acting up. If it doesn't, nothing else will happen, but if it does, things will start to get a little weird.

Once it goes wild, a magatama may trigger one of the following effects: the protagonist's HP and MP will be completely restored, the party's HP and MP will be completely restored, some of the magatama's stats may increase by one, or the protagonist may be hit with an Ailment. This is the only way to receive the CURSE status, which is especially bothersome. Since this status can only be removed at a Fountain of Life, this can get ugly. That being said, there's also an advantage to being Cursed. The details are under Curse Fusion on page 65.



It's up to you whether your magatama go wild or not. Since they can curse you, it's a bit of a gamble.

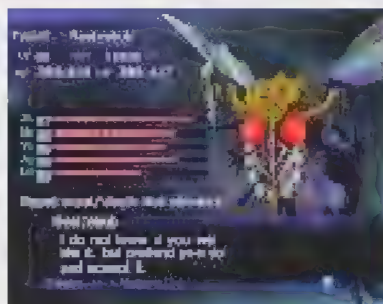
GIFT EVENTS

In a Gift Event, an ally gives the protagonist an item. Each kind of demon has a different reaction during a Gift Event, from admiring the protagonist's style of combat to giving the protagonist something they really don't want.

Each time an ally levels up, there's a 33% chance that a Gift Event will occur. When the message starts, you can select Yes to receive the item. You can refuse the gift, but there's no point to it, unless you want to offend one of your allies. Since you can't really carry too many items, listen to what they have to say.

What items you're given are completely random, depending on the ally. The table on the right shows the basics of how to determine which items you'll get.

You can only get one Gift Event per growth event, regardless of how many levels you gain at one time.



Each demon has something special to say. Be sure to listen to them.

Items Obtainable at Gift Events

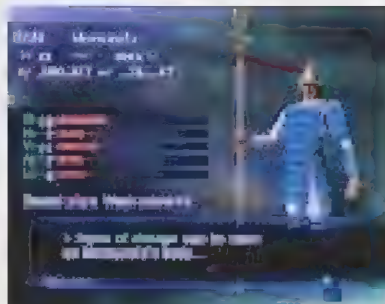
Chance	Item
High	Bead, Soma Droplet, Chakra Drop, Dis-Poison, Dis-Stun, Dis-Charm, Dis-Mute, Makajam Rock, Mamudo Rock, Wagtail Plume, Magic Mirror, Attack Mirror, Dekaja Rock, Tetraja Rock, Repulse Bell, Attract Pipe, Float Ball, Smoke Ball
Average	Bead Chain, Chakra Pot, Soma, Megido Rock, Sapphire, Jade, Opal, Amethyst, Ruby
Low	St Incense, Ma Incense, Vi Incense, Ag Incense, Lu Incense, Great Chakra, Megidola Rock, Pearl, Emerald, Diamond

TRANSFORMATION WARNINGS

Sometimes, when one of your allies is leveling up, a message will appear telling you that its acting strangely. This is called a transformation warning, and occurs only if your ally is about to change into a different kind of demon.

This can only be seen when your main character is no less than six levels lower than the demons level will be after the transformation. For example, if a High Pixie transforms into a Night Queen Mab (level 56), and your main character is only at level 49, then you wont see a transformation warning. In other words,

the warning is there to tell you whether or not you can handle the newly transformed demon.



The level of the demon before the transformation and the level of the demon after the transformation are generally close to each other. As a result, its not likely that youll miss a transformation warning.

TRANSFORMATIONS

Some allies can only transform when they reach a certain level. The player gets to decide whether the transformation will occur or not, so you can choose to leave a demon in its original form if you want. If you decide to stop the transformation, youll have another chance the next time your ally levels up.

If a demon can transform, theres a set level at which that transformation can occur. If the transformed demon will be at least four levels higher than the protagonist, youll see a transformation warning. Furthermore, if a demon has a fusion restriction (p64), then it wont transform until after the fusion restriction is lifted.

A newly transformed demon will generally inherit the skills it had before the transformation. However, if a skill has any restrictions (see p74), they may be lifted after transformation. The demons level also changes to that of its new forms standard starting level, unless the demon was higher-level than that before the transformation. At that time, the demons stats will increase by an appropriate amount, but skill acquisition must wait until the next time the demon gains a level.

Demon Transformation

Pre-Transformation		Post-Transformation	
LV6	Fairy Pixie	Fairy High Pixie	LV10
LV17	Beast Inugami	Avatar Makami	LV22
LV18	Snake Nozuchi	Dragon Gui Xian	LV24
LV22	Beast Nekomata	Holy Senri	LV27
LV24	Yoma Koppa	Yoma Karasu	LV28
LV24	Brute Momunofu	Vile Arahabaki	LV30
LV27	Yoma Dis	Wargod Valkyrie	LV33
LV32	Snake Naga	Snake Raja Naga	LV37
LV33	Yoma Karasu	Genma Kurama	LV38
LV38	Snake Mizuchi	Dragon Long	LV44
LV42	Yoma Onkot	Genma Hanuman	LV46
LV48	Fairy Setanta	Genma Cu Chulainn	LV52
LV48	Yoma Jinn	Yoma Efrete	LV52
LV50	Genma Hanuman	Fury Wu Kong	LV54
LV16	Fairy High Pixie	Night Queen Mab	LV56
LV52	Megami Sati	Lady Parvati	LV57
LV53	Yoma Purski	Wargod Ganesha	LV58
LV58	Beast Sparna	Avian Garuda	LV63
LV60	Jirai Gogmagog	Entity Albion	LV64
LV62	Divine Throne	Seraph Uriel	LV73
LV60	Megami Scathach	Lady Skadi	LV74
LV74	Tyrant Abaddon	Tyrant Aciel	LV77
LV12	Night Lilim	Night Lilith	LV80
LV86	Tyrant Beelzebub (Man)	Tyrant Beelzebub (Fly)	LV95

SKILL POWER-UP/CHANGING

At the time of leveling up a message will appear saying (Name of demon) is attempting to change a skill. The message occurs right before the power-up event. If the ally carries an original skill from the table below there is a 25% chance that this event will occur. When the player answers Yes to the question, Let it continue? the skill will change into a powered-up skill.

However, that is only when the event is successful. There is a 50% chance that the power-up will fail, and the skill will change into something randomly chosen from the list of skills that are one point higher on the difficulty scale (see p308).

If an ally succeeds at powering up a skill, or another demon in the party has already powered up, the second power-up event will probably provide a change. Furthermore, if a skill has already been powered-up, it will change instead.

Examples of Changing

Each skill with an inherited difficulty degree of 7 (Agidyne, Bufudyne, Ziodyne, Zandyne, Void Fire, Void Ice, Void Elec, Void Force, Retaliate)



transform into skills with an inherited difficulty degree of 8 (Hell Fang, Tempest, Dark Sword, Heat Wave, Glacial Blast, Megido, Violet Flash, Void Expel, Evil Gaze, Void Death, Makajamon, Tentarafoo, Allure, Mediarama, Recarm, Debilitate, Tetrakarn, Makarakarn, Mana Surge, Watchful).

Skills that go against the restriction of the apparent inheritance type (p74) will not change.

Skill Power-Up

Original Skill	After Power-Up	Original Skill	After Power-Up	Original Skill	After Power-Up
Agi	→ Maragi	Patra	→ Mepatra	Bright Might	→ Might
Agilao	→ Maragion	Recarm	→ Samrecarm	Dark Might	→ Might
Agidyne	→ Maragidyne	Makajam	→ Makajamon	Counter	→ Retaliate
Bufu	→ Mabufu	Megido	→ Megidola	Retaliate	→ Avenge
Bufula	→ Mabufula	Megidola	→ Megidolaon	Anti-Fire	→ Void Fire
Bufudyne	→ Mabufudyne	Needle Rush	→ Toxic Sting	Anti-Ice	→ Void Ice
Zio	→ Mazio	Toxic Sting	→ Stun Needle	Anti-Elec	→ Void Elec
Zionga	→ Mazionga	Stun Needle	→ Arid Needle	Anti-Force	→ Void Force
Ziodyne	→ Maziodyne	Feral Bite	→ Venom Bite	Anti-Expel	→ Void Expel
Zan	→ Mazan	Venom Bite	→ Charm Bite	Anti-Death	→ Void Death
Zanma	→ Mazanma	Charm Bite	→ Stun Bite	Anti-Curse	→ Void Curse
Zandyne	→ Mazandyne	Stun Bite	→ Stone Bite	Anti-Nerve	→ Void Nerve
Hama	→ Mahama	Feral Claw	→ Venom Claw	Anti-Mind	→ Void Mind
Hamaon	→ Mahamaon	Venom Claw	→ Stun Claw	Void Fire	→ Fire Drain
Mudo	→ Mamudo	Life Bonus	→ Life Gain	Void Ice	→ Ice Drain
Mudoon	→ Mamudoon	Life Gain	→ Life Surge	Void Elec	→ Elec Drain
Dia	→ Media	Mana Bonus	→ Mana Gain	Void Force	→ Force Drain
Diarama	→ Mediarama	Mana Gain	→ Mana Surge	Void Phys	→ Phys Drain
Diarahan	→ Mediarahan				

6

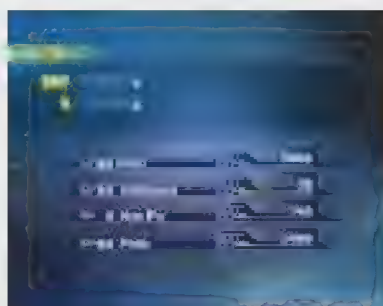
In addition to fighting demons, you can also talk to them. In this section, we'll explain more about talking with monsters, and how to get the most out of your deals.

Conversation System

WHAT YOU CAN GET OUT OF CONVERSATION

Naturally, there are benefits from talking to demons. Most notably, you can gain new minions through skilled negotiation, either as allies in battle or as components for fusion. You can also get Macca or items through conversation.

While you can get all these things by fighting, talking lets you profit safely without having to risk your life. Finally, you can use negotiations to avoid battle altogether, which may be the best benefit of all.



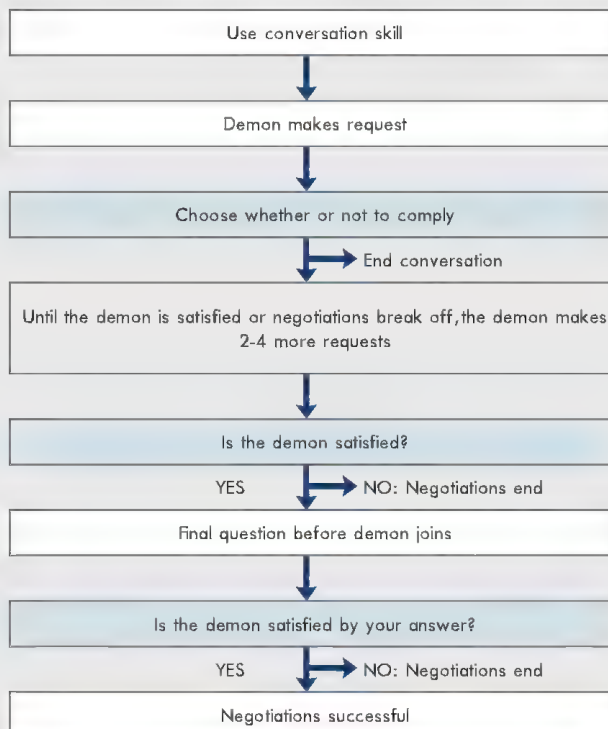
If you do manage to escape without risk from a successful negotiation, you won't get any experience, Macca or items.

THE BASIC FLOW OF CONVERSATION

The chart to the right is an explanation of how the conversation system works. Conversations generally begin when either the protagonist or one of his allies initiates a dialogue. This is done with conversation skills such as Talk. What you're requesting depends on what skill you're using.

Next, the demon you are talking to will make various requests, asking you to give it something. The player must then decide whether or not to comply with the request. Even if you agree to everything, they'll make at least two requests, and can make as many as four (or more, if you reject one or more). If the demon is satisfied, it'll give you whatever you initially requested. If the request was for the demon to join you, then it will ask you a final question to determine whether or not it wants to cooperate. If it doesn't like your answer, it'll change its attitude and either return to battle or run away.

BASIC FLOW OF CONVERSATION



Different Types of Conversation Patterns



1

Ask a demon to join you

The best way to get a demon to join you is to comply with its request. If you're lucky (and your level is much higher than the demons), it'll be satisfied after two requests, and at most will be happy after four. However, after that, the final question awaits. When the demon asks your opinion about something, its

a good idea to give a firm answer if your level is high enough. If everything goes well, then the demon will agree to your terms and the battle will end.

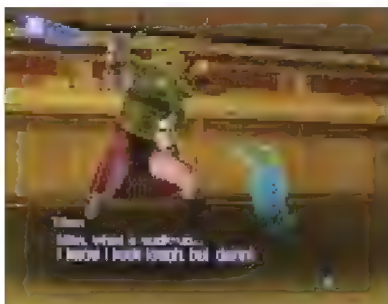


2

Ask for items or Macca

When asking for material goods, demons will make, at most, two requests. It is best to keep in mind what you stand to gain, so do not give away valuable items. The payoff can be quite high; for example, when you're asking for Macca, you can get five to ten times more money than if you'd just defeated the demon. When you're asking for items, each demon

type will give you one of a preset list of three or four items, which are often quite valuable. See the item list on p342 for details. Lastly, if a demon tries to give you something you already have 99 of, it will give you Macca instead.



3

Avoid battle

If you're just looking to avoid combat, you can use any type of conversation skill to achieve that end. However, in terms of what is most efficient, conversation skills geared towards getting items or money are best, because they'll wind up costing you less. The skill Begging is especially useful. If your target is much higher-

level than you, Begging's success rate is quite high, so it's great for avoiding battle with strong enemies.

The only disadvantage to using these sorts of skills is that if you succeed, only the demon you talked to will leave. If you're facing a large number of enemies, it's often best to use normal conversation skills.

TIMES YOU CANNOT USE CONVERSATION SKILLS

It is useful to know that there are some enemies that you cannot talk to at all, and some that will never join you via negotiation. Talking to these sorts of demons is just a waste of Press Turns (See the details to the right). However, the Jive Talk skill will work with the Wilder, Haunt, and Foul races, and demons that refuse to join you will still listen to requests for trade. If you understand these rules and negotiate well, it will help you during play.

Cases Where You Cannot Talk

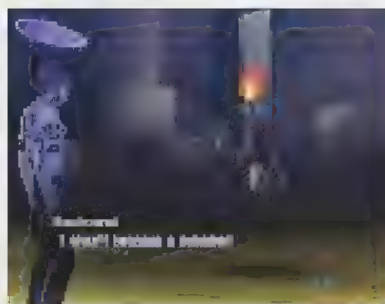
Wilder, Haunt, Foul races
Kagutsuchi is Full (there are exceptions)
Bosses and pre-set fights
In the Bandou Shrine and the Labyrinth of Amala
Demons with STONE, BIND, PANIC, SLEEP, FREEZE, SHOCK status

Cases Where Demons Will Not Join

Element, Mitama, Vile, Tyrant, Raptor, Manikin
Demons of higher level than the protagonist
Your stock is full (Demon leaves after talking)
Demon is already in your party (Demon leaves after talking)

INITIATING CONVERSATION

The first step in conversation is to make initial contact with the demon you want to talk to. Normally this is done either with the protagonist's Talk command or another conversation skill, but even this simple step requires some consideration. It is foolish to talk to a demon during one of the cases where you cannot talk explained on the previous page, and allies of the demon you wish to talk to can interfere as well. Here are some ways to deal with the situation.

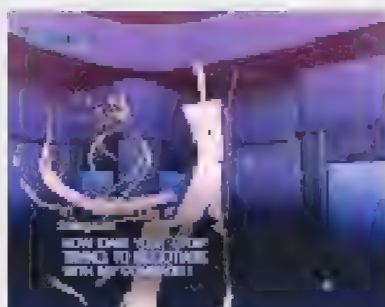


Talking to demons that won't join you will just waste a Press Turn. Be careful.

BE CAREFUL NOT TO BE INTERRUPTED

If you are facing multiple enemies and try to talk to one, sometimes another will interrupt you. There is a 50% chance of this happening, and if it does you'll lose all your Press Turns and the enemy's turn will begin. Obviously, this is not something you want. If you're only facing two enemies, this chance is even higher as the remaining demon won't want to lose its only ally.

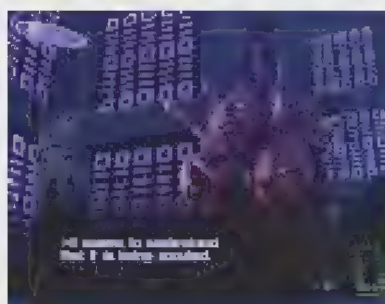
The best way to guard against this is to reduce the number of enemies facing you. You don't necessarily have to defeat them; if you incapacitate them with Ailments, it has the same effect. Preparing in advance for conversation is important.



If you start battle by talking and get interrupted, it has the same effect as being ambushed.

TALKING TO DARK DEMONS

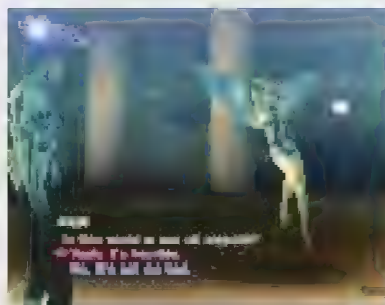
Vile, Tyrant, Wilder, Haunt, Foul and Raptor are the six types of Dark races. As explained on the previous page, the Vile, Tyrant, and Raptor races will not join you via conversation, and you cannot talk to the Wilder, Haunt, and Foul races at all. However, if the protagonist has the skill Jive Talk, then you can use it to communicate with the latter three. In addition, you can request material goods from the former three, so under the right conditions you can use conversation skills to evade battle with them. Fights against Dark demons are often difficult, so using the right conversation skills in these situations can prove quite useful.



With Jive Talk, you can communicate with demons that are normally totally unintelligible.

TALKING DURING A FULL KAGUTSUCHI

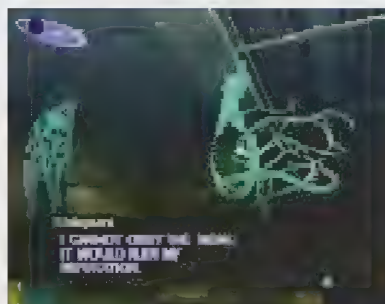
No matter what skill you use, you cannot negotiate normally with demons during a Full Kagutsuchi; the light drives them wild so that they are in more or less a drunken state. However, there is still a 30% chance that they will ask you a question rather than attack you outright. If you answer satisfactorily, they might join you or give you items or Macca (what kind of request you made makes no difference). This even works on Dark demons; you can use it early in the game to get demons that normally require Jive Talk to join you. However, if the demon is not pleased with your answer, it will attack.



When Kagutsuchi is full, normally silent demons go nuts. Also, demons will not try to interrupt you when you talk.

ASKING DEMONS TO JOIN WHEN YOUR STOCK IS FULL

If you try to get a demon to join you when your party is full, it will note that there's no space for it and leave. While this is listed as a "wasted talk" on p53, it can actually be helpful if you're looking to avoid combat. Since the demon you're talking to will immediately run away, this is a sure-fire way to get out of a fight, especially if you're only facing one enemy. This strategy won't work during a Full Kagutsuchi, though.

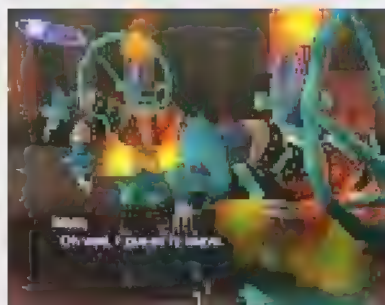


Even when your stock is full, if the demon you talk to would not normally join you anyway, this plan won't work.

WHEN YOU HAVE THE SAME DEMON IN YOUR PARTY

If you talk to a demon that's already in your party and try to get it to join you (whether your demon is active in the battle or is in your stock), it'll tell you to say hello to its friend, and then leave. While this is obviously useless if you're trying to get new allies, as above, this is another extremely good strategy when you're trying to avoid combat.

It's especially useful to have one of your allies talk to a demon of the same type (i.e. having a Pixie talk to another Pixie). Often, they'll give you Macca or items, or restore your HP. In addition, when you have demons of the same type talk to each other, there's no chance that they'll be interrupted.

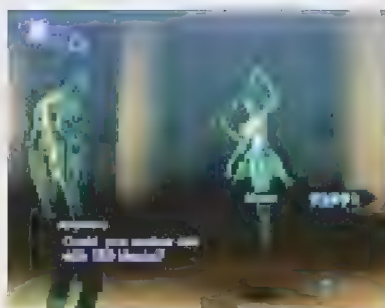


Even Dark demons can have same-race conversations when they listen to requests for money or items.

REQUESTS FROM DEMONS

Whenever you talk to a demon, they will make requests of you. They will either request Macca, items, or your HP.

When they request Macca, it's fairly simple. The only sticking point is that they will ask for more money than you would normally get for defeating them, so if you're low on funds it can be difficult. If demons ask you for Macca multiple times, the amount will decrease with each successive request. When asking for items, high-level demons will sometimes request rare items, but for the most part, as long as you have lots of Life Stones, Beads, and Chakra Drops (which all demons want) you'll be OK. What you need to be careful of are requests to drain your HP. While it seems fairly trivial, if you agree and negotiations fail, you might end up with low HP, and sometimes demons can request enough HP to kill you. The higher the level of the demon, the more HP they'll request, so you need to be careful.

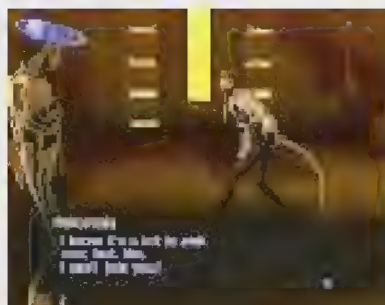


No matter what you ask for, demons will always make the same requests – even mysteriously asking for Macca when you request the same thing.

CHANGES OF HEART, ANGER, INDECISIVENESS

Sometimes during conversation, demons will have reactions that make it seem like they're less than satisfied. This is an indication that negotiations are not going well. If you don't have any conversation support skills to prevent it, the demon you're talking to will simply cut off conversation. This is more likely to occur when you don't agree to a demon's request, but can sometimes happen even if you did everything that was asked of you.

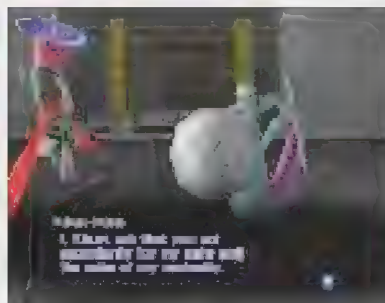
There are three basic patterns: for demons to get "indecisive" after making a request, get "angry" when you refuse a request, and they can get "changes of heart" randomly at any time. There are conversation support skills to counter each of these three states. It's easy enough to avoid making demons angry – just fulfill their requests. The higher-level you are, the less likely they are to become indecisive, but a lot of this is down to luck. You may just have to try again.



Female demons have frequent changes of heart. They'll make excuses when they cut off conversation, but it can make you angry nonetheless.

CONVERSATION SUPPORT SKILLS

Conversation support skills help prevent negotiations from ending prematurely, as explained on the previous page. These skills activate automatically, but the worst that can happen is that they fail, so they're quite useful. However, note that in any single conversation, each character in your party can only use support skills once.



If more than one character has a support skill, you can use it more than once in a single conversation.

STOPPING CHANGES OF HEART

When demons have changes of heart they'll leave immediately. The skills Detain and Wine Party can stop demons like this from leaving and bring them back to negotiations. As changes of heart can take place any time during a conversation, these skills can help you

avoid that risk. However, if you're asking a demon to join you, their final question still awaits, even if you succeed in stopping them, so these skills won't solve anything.

SOOTHE ANGRY DEMONS

If you don't have the item they want, you have no choice but to refuse. If you try to give them the item anyway, they'll realize you don't have it and get angry. When a demon gets angry, not only will negotiations end, but it'll immediately attack. The skills Arbitration, Wine Party, and Maiden Plea can soothe angry demons,

and may be the most useful of all the support skills.

HELP DEMONS REACH A DECISION

Sometimes demons will have trouble making up their mind, and leave. Flatter, Persuade, and Gonnexion will help you when this happens, persuading them to make a decision and continue negotiations. Like skills that stop demons who've had a change of heart, these skills are useful, but they're also quite common.

You may find your allies automatically trying to help you, even though you didn't think to prepare them in advance with support skills.

HAGGLE DOWN PRICES

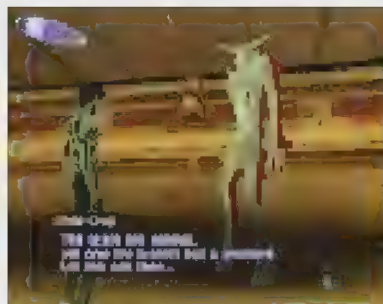
The Haggle skill works differently than the other support skills as it is not automatic. To use this skill, refuse when a demon asks you for money. You'll try to bargain the demon down to a lower price. When you're trying to get money out of demons, this skill is

very useful, as it increases your profit. However, this skill is useless when you are using the Trade skill, as the demons will only request items, not money.

FINAL QUESTIONS

When you're trying to get a demon to join you, and you've satisfied it via negotiations, you'll be asked a final question at the end of the conversation. These questions are meant to determine the worthiness of the protagonist, and occasionally will be Reason-oriented (see p13). The explanation on p53 will tell you how this works, but there's really no way to know whether or not an answer is right. A lot depends on pure chance and how the demon is feeling.

For example, the Nihilo-aligned Night Incubus might ask you if you think the useless should be disposed of. While Yes would be a Yosuga-oriented answer, if you reply No to try to please the Incubus, it might get angry anyway.



Some demons ask questions that are difficult to understand. Try and get a good grasp of exactly what they're asking.

ENDING NEGOTIATIONS

There are many ways that negotiations end; obviously the best is to have the demon agree to your demands. Other results have been indicated as "failures" before, but there are actually several different patterns of failure.

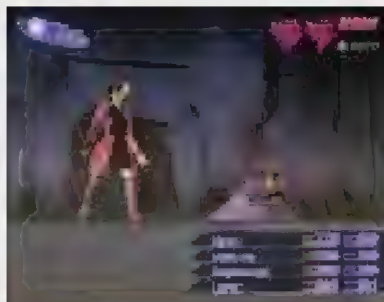
The first is simply reverting to a "pre-conversation" state. This happens when the demon gets mad or can't make up its mind, and simply wastes a Press Turn. Sometimes the demons will leave instead. This will always happen if a demon is not pleased by your answer to its final question, and sometimes they'll give you something before they leave. As this reduces the number of enemies you have to fight, this sort of failure can actually work to your advantage. The worst case scenario is when you make the demon angry and battle automatically switches to the enemy's turn. For this reason, it is best to agree to the demon's demands once conversation has started.



Refusing a demon's request will not always result in changing turns to the enemy side, but it is best to play it safe.

CONVERSATIONS STARTED BY DEMONS

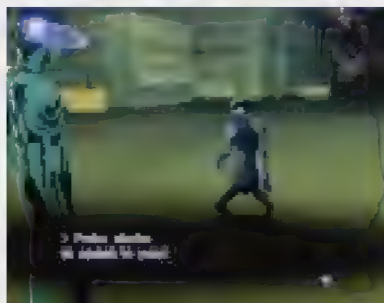
Every once in a while, demons from the enemy side will initiate conversation. There are three types of conversations that a demon can start, and which type it'll be changes from demon to demon. You cannot choose the result of the conversation (e.g. whether or not you get items or an ally); it's the demon's decision.



When the enemy turn begins and a demon decides to initiate conversation, a "!" mark will appear above it.

DEMON-INITIATED CONVERSATION

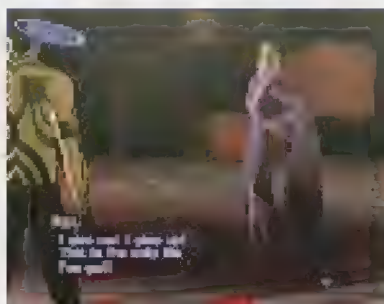
This type of conversation only happens when the enemy ambushes you. The demon will always talk to the protagonist, and either ask questions or request an item. If you give an answer that pleases it, it'll give you Macca, items, information, or join you. If you don't please it, then combat will begin again, with full Press Turns on the enemy side.



Sometimes demons will ask Reason-oriented questions. If you are aiming for a specific Reason, answer carefully.

BEGGING TO BE SPARED

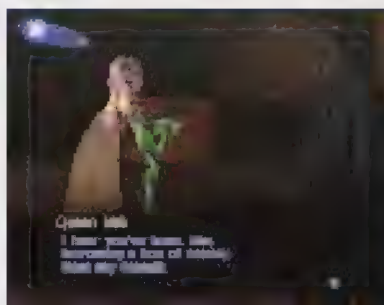
If you attack an enemy when it is the only one left, or kill off all enemies but one with a single attack, sometimes the remaining demon will beg for its life. You can choose whether or not to spare it or defeat it. If you choose the latter, combat continues, but if you choose the former, then the demon may reward you with items or join you. However, if you let your guard down, they will sometimes take the opportunity to attack.



The last one to attack will be the one that the demon talks to. Even if it is a demon with no conversation skills, you can still communicate.

OPPORTUNISTIC CONVERSATION

When there are multiple enemies you can talk to, and you successfully negotiate with one, sometimes another will initiate conversation and ask for the same deal. This only happens when trading items or money, and the same skill you used to initiate the conversation will be used against the new demon. If you're lucky and this happens, you can perform multiple conversations without using up any extra Press Turns.



While these usually end up good deals, using the 'Loan' skill several times in a row can become problematic.

CONVERSATION TYPE SETTINGS

Both demons that do and don't normally appear in random encounters have three "conversation type" settings: Manner, Gender, and Age. Manner indicates the way a demon speaks, and affects its questions and expressions. Gender and Age are supplementary to type, so, for example, an Old Woman will usually have a Gender of Female and an Age of Adult. However, there are a good number of demons that only have a Type setting, and have no Age or Gender.



Orthrus' type is "Beast," and does not have either an Age or a Gender. Most animal-type demons follow this pattern.

CONVERSATION AFFINITY -- GOOD AND BAD

During conversation, you will sometimes get messages that what you said made a particularly good or bad impression on the demon you talked to. This only happens in demon-to-demon conversation, and is based on the affinity of the demons' conversation types. Each conversation skill has specific effects on certain types of demons. Therefore if you use a skill that has a Good effect on a certain type of demon, you are far more likely to succeed in negotiations, and if you use a skill that has a Bad effect on the same demon, you will only make it angry no matter how hard you try.

For example, the Kidnap skill has a Good effect when a demon with an Adult age uses it against a demon with a Child age; the frightened child will join you without making any requests. There are some skills that require both the Age and the Gender of the demons to be correct, and others that require certain differences in level between the two. What skills have what Good and Bad effects are listed on the Conversation Skill Data list starting on p338.

In addition, there are Conversation Support skills that have these sorts of affinities, but there are no Bad effects amongst them.

Example of Good Effects

Megami Laksmi uses Seduce (Good: Female->Male, Bad: Male->Male) against Fairy Oberon. Laksmi's Conversation type is Lady/Female/Adult, and Oberon's is Gentle/Male/Youth so this is a Good effect. When conversation begins you'll get a message to that effect and negotiations will go smoothly. If you're lucky, Oberon will join you without asking for anything.

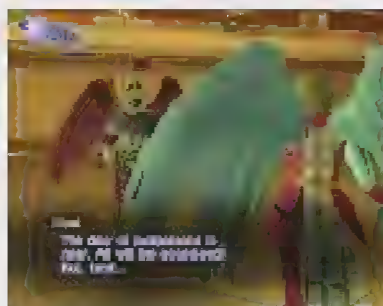
Example of Bad Effects

You can create a Fury Beiji-Weng with Seduce using Megami Laksmi as a component. If you used this Beiji-Weng to talk to Oberon as above, Beiji-Weng's type is Elder/Male/Adult so that is a Bad effect, and you will get a message indicating such. Afterwards, Oberon's requests for money will be higher, he may leave even if you agree to his demands, and there is a good chance he will just get angry and attack outright.

SPECIAL CONVERSATIONS

There are some times where a specific demon talking to another specific demon can produce special effects that are unconnected to those demons' Types. The "Special Conversations" listed below show these combinations, and through them you can gain items, or sometimes lose your turn to the enemy.

These conversations are between demons connected through mythology, (see the list below) and any conversation skill will work. Each special conversation can only be done once per game, and the items you get are gems and rare items, so it's worth it to see as many as you can.



Except for Gabriel, all Seraphs can only get conversation skills through skill inheritance.

Special Conversations and Items

Mythos	Talking Demon	Partner	Item	Mythos	Talking Demon	Partner	Item
Norse	Odin	Loki	Great Chakra	Christian	Raphael	Angel	Agate
		Valkyrie	Vi Incense			Archangel	Ruby
		Thor	Ruby			Principality	Amethyst
Celtic	Scathach	Setanta	Lu Incense			Power	Opal
Indian	Shiva	Naga	Great Chakra			Virtue	Jade
		Raja Naga	Diamond			Dominion	Sapphire
	Kali	Dakini	Ag Incense			Throne	Emerald
	Garuda	Raja Naga	Soma		Gabriel	Angel	Ruby
		Naga	Switch Sides			Archangel	Amethyst
	Barong	Rangda	Switch Sides			Principality	Opal
	Dionysus	Mada	Ma Incense			Power	Jade
Greek	Chimera	Orthrus	Chakra Pot			Virtue	Sapphire
		Cerberus	Soma Droplet			Dominion	Emerald
	Orthrus	Cerberus	Chakra Pot			Throne	Pearl
Japanese	Uzume	Sarutahiko	Emerald		Uriel	Angel	Turquoise
	Kurama	Koppa	Soma Droplet			Archangel	Aquamarine
		Karasu	Lucky Ticket			Principality	Agate
Christian	Michael	Angel	Amethyst			Power	Ruby
		Archangel	Opal			Virtue	Amethyst
		Principality	Jade			Dominion	Opal
		Power	Sapphire			Throne	Jade
		Virtue	Emerald				
		Dominion	Pearl				
		Throne	Diamond				

7

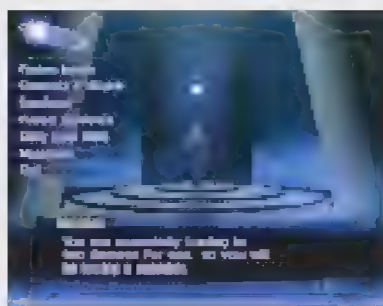
The Fusion System is the deepest and most fun part of the *Megami Tensei* games. Its essential for strengthening your party and progressing smoothly through the game. Become a Fusion Master!

Fusion System

WHAT YOU CAN GET OUT OF FUSION

Demon Fusion is used to create new demon allies for your party. Making one new minion costs you at least two others, but it has major benefits.

When you're pursuing a demon fusion, keep in mind that the end goal is to make a demon that's better than both what you used to make it, and a demon you could simply recruit via conversation. When you're creating new demons, there's a definite tradeoff involved, and you should try to make sure that the final product is powerful enough to make the tradeoff worth it.



You can learn about the important basics of fusion from the minister of the Cathedral of Shadows.

TYPES OF DEMON FUSION

Basically, demon fusion is a simple equation: Demon A + Demon B = Demon C. However, it has a few extra rules, and those extra rules are an important key to understanding the Fusion System. This is a simple summary of how it works.

As you can see from the list on the right, there are seven basic types of fusion. The details of each type are explained on the following pages.

In order to create the kinds of minions that you want, it's important to understand the often complicated rules behind each of the fusion types. If you just fuse your demons at random, it will be difficult to create the kinds of allies you want, which will make both combat and exploration difficult.

Rather than experimenting with trial and error at the Cathedral of Shadows, it's better to find out in advance what kinds of demons you'll need as components, and only recruit the ones you need.

Basic Types of Fusion

Normal Fusion -- Fusion that creates a new demon from two component demons. Fusing demons of different races works differently than fusing two of the same race.

CURSE Fusion -- Fusion performed when the protagonist has CURSE status. Basically the same as Normal fusion, with some differences. Useful for fusing Dark demons.

Rank Up Fusion -- By fusing a demon and an Element, you can create more powerful demons of the same race. See the next page for information on Rank.

Power Up Fusion -- A fusion that raises a demon's stats, by fusing it with a Mitama.

Sacrificial Fusion -- By adding an additional demon as a sacrifice, you can create a demon with more skills and experience.

Special Fusions -- Create a special demon by combining specific component demons, ignoring other fusion rules. There are several demons that can only be created by this method.

Fiend Fusion -- A special type of fusion used to create Fiends. For details, see p69.

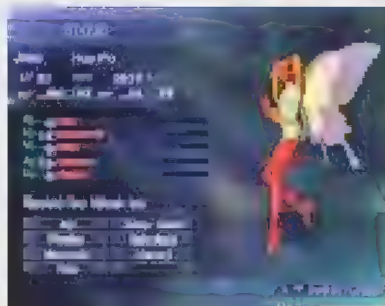
BASIC FUSION RULES

The following explains the basic rules that apply for most fusion types. First you should consider the races of your two component demons, as the race of nearly all fusion products is determined by them. You can determine the product of a fusion by looking at the Fusion Chart (p66).

Once you find the resulting race, the next thing that needs to be calculated is the level of the resulting demon. The base level is determined by averaging the base levels of component demons A and B, adding 1, and rounding down. The final result of the fusion will be a demon at this level, or at the level closest to the result. Don't forget that you cannot use fusion to make a demon of higher level than your protagonist, regardless of what type of Fusion you're using.

Example of Fusion Calculation

When fusing a Level 18 Divine Archangel and a Level 19 Fairy Pyro Jack, you can see on the chart that the result will be a Megami. Its level will be $(18 + 19) \div 2 + 1$, or 19.5. Rounded down, we get 19. Next, we'll need to find the first Megami at Level 19 or higher. In this case, that'll be a Level 30 Megami Sarasvati.

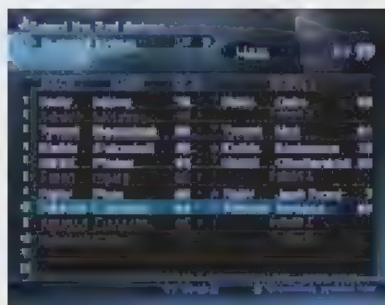


The initial level of a fusion component is what is used to calculate the final product. If you've advanced it in levels, those are ignored for the purpose of fusing.

ABOUT LEVEL AND RANK

As explained above, a demon's level is important when fusing, but when you're performing a Rank-Up fusion, a demon's Rank is taken into consideration. A demon's Rank is its place in comparison to other demons of its race.

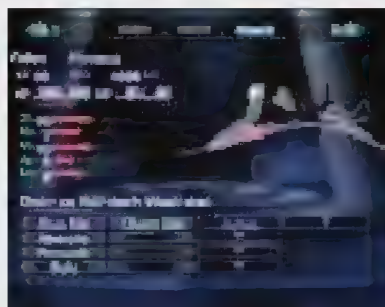
For example, take the Fairy race. The lowest-ranking Fairy is Pixie, and then Jack Frost, High Pixie, Pyro Jack, Kelpie, Troll, Setanta, Oberon, and Titania at the top. These ranks are used as the basis of Rank-Up fusions, and are used to calculate the fusion products therein. However, there are some demons that cannot be created via fusion. For example, High Pixie above is created through Transformation, so her rank is not considered. Therefore, Pyro Jack is considered one rank above Jack Frost. If you don't understand this point, you could end up creating a demon you weren't expecting to, so it is important to remember.



This is what it looks like when you do a Rank-up fusion at the Cathedral of Shadows. Up arrows indicate Rank-Up, and down arrows indicate Rank-Down.

DEMONS WITH FUSION RESTRICTIONS

Some demons either cannot be created via fusion, or cannot be created until certain conditions are met. These are known as Fusion Restrictions, and the conditions under which they're lifted are listed in the chart below. These can be separated into bosses which you can make once you've defeated them, or demons that won't join you unless you create them via Transformation (see p50). As indicated earlier, these demons are exempt from Rank fusions.



There are some demons whose Ranks start counting once you have met their conditions, and can be created through Rank-Up fusions.

Fusion Restrictions and When They Are Lifted

Demon Name	When restrictions are lifted
Night Kaiwan	After fighting Kaiwan (Boss) in Nihilo
Brute Kin-Ki	After fighting Kin-Ki in Ikebukuro Tunnel
Brute Sui-Ki	After fighting Sui-Ki in Ikebukuro Tunnel
Brute Fuu-Ki	After fighting Fuu-Ki in Ikebukuro Tunnel
Brute Ongyo-Ki	After fighting Ongyo-Ki in Ikebukuro Tunnel/Special Fusion
Femme Clotho	After fighting the Moirae Sisters in the Obelisk
Femme Lachesis	Same as above
Femme Atropos	Same as above
Vile Girimehkala	After fighting Girimehkala in Yoyogi Park/Special Fusion
Tyrant Aciel	After fighting Aciel in Amala Temple/Transformation only
Lady Skadi	After fighting Skadi in Amala Temple/Special Fusion
Entity Albion	After fighting Albion in Amala Temple/Transformation Only
Seraph Uriel	After finishing Mifunashiro/Transformation only
Kishin Bishamon	After fighting Bishamon in the Northern Temple
Tyrant Surt	After fighting Surt in Diet Building
Vile Mada	After fighting Mada in Diet Building
Tyrant Mot	After fighting Mot in Diet Building
Deity Mithra	After fighting Mithra in Diet Building
Vile Samael*	1) After fighting Samael in Diet Building 2) Upon entering Kagutsuchi tower if you didn't fight Samael 3) On the Shijima route, after the event in Kagutsuchi Tower
Kishin Thor	After fighting Thor in Kagutsuchi Tower
Fiends (Except Dante)	After fighting each Fiend/Requires a "Deathstone"
Night Black Frost	After Black Frost joins you in the 3rd Kalpa
Tyrant Beelzebub (Man)	After fighting Beelzebub in the 4th Kalpa
Kishin Futomimi	After the "Afterlife Bell" event, 5th Kalpa
Foul Sakahagi	After the "Afterlife Bell" event, 5th Kalpa/Special Fusion
Seraph Metatron	After fighting Metatron in the 5th Kalpa/Special Fusion

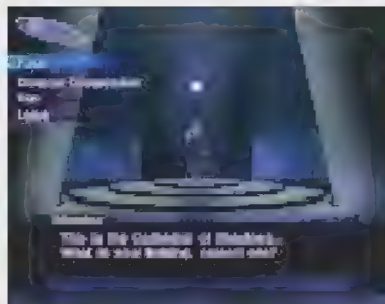
*All three conditions require a special fusion

Demons That Cannot Join You Through Normal Fusion

Restriction	Demon Name
Can only be made through Transformation	Fury Wu Kong
	Lady Skadi
	Lady Parvati
	Avatar Makami
	Holy Senri
	Yama Efreet
	Yoma Karasu
	Fairy High Pixie
	Snake Raja Naga
	Dragon Long
	Dragon Gui Xian
	Vile Arahabaki
	Tyrant Aciel
	Night Lilith
	Night Queen Mab
	Seraph Uriel
	Wargod Ganesha
	Wargod Valkyrie
	Genma Kurama
	Genma Hanuman
Can only be created via special fusion	Genma Cu Chulainn
	Avian Garuda
	Entity Albion
	Tyrant Beelzebub (Fly)
	Deity Amaterasu
	Fury Shiva
	Brute Ongyo-Ki
	Vile Samael
	Vile Girimehkala
	Seraph Michael
	Seraph Gabriel
	Seraph Raphael
	Raptor Gurr
	Foul Sakahagi
	Seraph Metatron

RULES FOR NORMAL AND CURSE FUSIONS

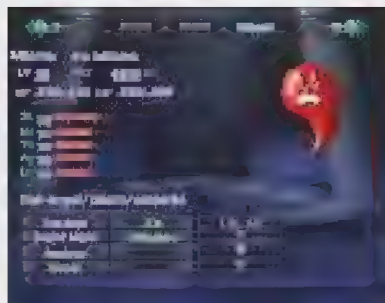
Outside of using Elements or Mitamas (see below), Normal Fusion is fusion of two demons and can be calculated using the rules on p63. The Fusion chart is on the next page. CURSE fusion rules apply when the protagonist performs the fusion while in CURSE status. It is easier to create DARK demons with Curse fusions, so they can be useful in that sense.



When you enter the Cathedral of Shadows when in CURSE status, the BGM changes, and the minister of the Cathedral identifies you as being cursed.

CREATING ELEMENT AND MITAMA FUSION RULES

This is a variation on normal fusion rules. When you fuse two demons of the same race together you create an Element, and when you fuse two Elements together you create a Mitama. Which Element or Mitama you create depends on which components were used in the fusion, so there is no need to worry about the demons' Level. You can see the various results on the chart on the next page.



Elements and Mitama are special races. In addition to fusing them, you can trade for them at Rag's Jewelry.

RANK UP FUSION RULES

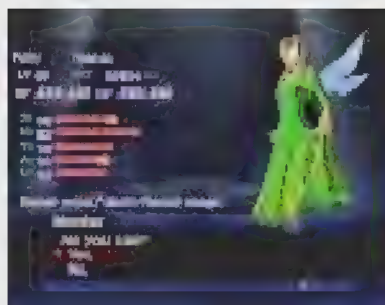
When you fuse an Element with a demon of another race, you will perform Rank-Up or Rank-Down fusions. Whether or not the demon's rank will raise or lower depends on the combination (see the chart on the next page for details) so you do not need to worry about Level. You cannot perform Rank fusions on Mitama or Fends. Also, when you are Cursed, the Rank up/down combinations are reversed.



You cannot perform Rank Up or Rank Down fusions on the highest and lowest demons of their race, respectively.

POWER-UP FUSIONS

Power-up Fusions are performed by fusing Mitama with Demon A of another race, and raise the statistics of Demon A. You will not create any new demons via this method. What stats are raised will depend on the Mitama you're using. See the next page for details. Also, you cannot perform Power-Up fusions on either Elements or Mitama.



There's a limit to how high you can raise a demon's stats, but if you increase its base stats, you can perform Power-Up fusions again (see p67).

System Fusion System

System Fusion System

System Fusion System

How to Use the Chart

You can use this chart to find the results of Normal, CURSE, Element/Mitama, and Rank Up Fusions. See the page to the left for the key on deciphering the colors and symbols.

First pick component demon A's race from the left column, and find component demon B's race in the diagonal top row of races. The cell where these two intersect is the fusion result of those two races. For example, let's look at Fallen and Wilder. From the left column we find Fallen, and then see where the two intersect. You'll hit a blank area, but then you can just keep going down the Fallen column until you reach the Wilder row, which is 9 spaces below. From there, you

Calculating Resultant Demon Level

$$\text{Base Level} = (\text{Demon A's Level} + \text{Demon B's Level}) \div 2 + 1$$

The final product will be the demon of the resulting race whose level matches the Base Level value. If there is no demon of that level among that race, the next highest above the "Base Level" value will be chosen.

can see the race "Night". Be careful not to mistake the Normal result (black letters) from the CURSE fusion result (red letters).

When looking for an Element fusion, just look where the row and the column of the same race intersect. For Rank-Up fusions, the bottom 4 rows show the results when fusing each race with the Elements. The bottom-right corner shows Element-Element fusions: in other words, Mitama fusions.

If you want to use a Fiend as a fusion component, they are the same as the Tyrant race. Just use the Tyrant row instead.

Power-Up Fusion Chart

Mitama being fused	Statistics that raise
Saki Mitama	Vi and Lu x 1.2
Kusi Mitama	Vi and Ag x 1.2
Nigi Mitama	Ma and Lu x 1.2
Ara Mitama	St and Ag x 1.2

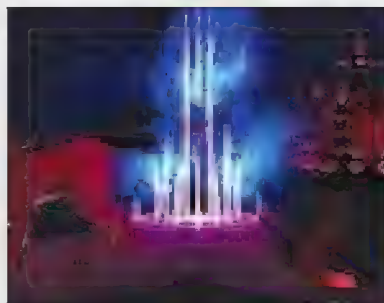
The upper limit for powering up a statistic is 2 times the base level of that statistic. But as statistics raise with levels, it is possible to power up a demon that has hit its limit again, after it has gained some more base statistics.

	Tyrant																		
	X	Night																	
	Lady --	Erthys	Wilder																
	Night Night	Beast Foul	Aeros	Haunt															
	Foul Foul	Yoma Foul	Jirae Foul	X	Foul														
	Haunt Haunt	Brute Wilder	Beast Haunt	Brute Wilder	X	Seraph													
	Fallen --	Fallen Foul	-- Foul	Fallen --	Fallen --	Flaemis	Wargod												
	X	X	X	X	X	Kishin Vile	X	Genma											
	Yoma Nigt	Holy --	Yoma --	X	X	Megami Tyrant	Holy Wilder	X	Dragon										
	X	Femme --	X	X	Snake --	Holy Wilder	Lady --	Holy Wilder	X	Avatar									
	-- Wilder	Holy Wilder	-- Foul	-- Wilder	-- Wilder	Deity Tyrant	Deity Wilder	Kishin Vile	Kishin Vile	X	Avian								
	X	Femme --	X	X	X	Megami Tyrant	Kishin Vile	Megami Tyrant	Fury Vile	Holy Wilder	X	Raptor							
	Fury Fou	Vile Foul	Vile Haunt	Vile --	Vile --	X	X	Lady --	X	Wilder Wilder	Megami Tyrant	X	Entity						
	-- Fou	Brute Foul	Brute Foul	Brute Foul	Brute Haunt	Deity --	Fury --	Fury --	Lady --	Fury --	Deity --	Vile --	X	Flaemis					
	⬇	⬇	⬇	⬇	⬇	X	X	X	X	X	X	X	X	X	Aquans				
	⬇	⬇	⬇	⬇	⬇	X	X	X	X	X	X	X	X	Saki mitama	X	Aeros			
	⬇	⬇	⬇	⬇	⬇	X	X	X	X	X	X	X	X	Ara Mitama	Kusi Mitama	X	Erthys		
	⬇	⬇	⬇	⬇	⬇	X	X	X	X	X	X	X	X	Kusi Mitama	Ara Mitama	Nigi Mitama	X		

ABOUT SACRIFICIAL FUSIONS

Sacrificial Fusions are like normal fusions, except that a third demon is added into the mix as a sacrifice. That extra demon will be destroyed during the fusion, but the result will be higher-level than usual.

The biggest benefit from this type of fusion is that you can transfer the third demon's experience into the fusion result. The amount of experience transferred depends on how much experience the sacrifice has gained, but it's usually enough to raise the level of the fusion result by one or more. You'll need to be careful here, as if your new demon is going to be of a higher level than the protagonist, the fusion is impossible. (It's great for your second time through the game, though.)

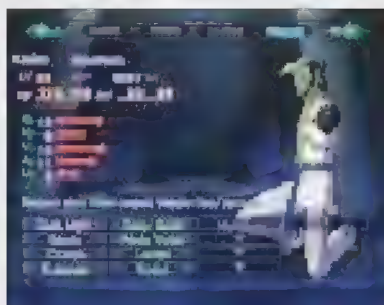


Right after the fusion begins, the Sacrificed demon is impaled on beams of light. Through its sacrifice, the demon resulting from the fusion will gain its valuable experience.

SACRIFICIAL FUSION RULES

Sacrificial Fusions can only be performed when Kagutsuchi is full, and it is fairly easy to predict their results. The basic rules are exactly the same as those when performing a normal, double fusion.

First, from component demons A and B, the result of the fusion, demon C, is determined. The Sacrificed demon will only influence the result in terms of how much experience it will gain. Demon C will gain 1.5 times the amount of experience that the Sacrifice has gained since it entered your party. As the products of normal fusions start with no experience points at all, this is a pretty large bonus. In addition, if the Sacrificed demon had sufficient experience, demon C will level up and its stats will increase. However, it will not learn any new skills until the next time it gains a level.



As the component demons have more skills between them, Sacrificial Fusions are also useful for transferring skills. For more details, see p72.

FIEND FUSION RULES

Two notable differences about Fiend Fusion are that first, levels are irrelevant and only demon race is taken into consideration, and second, that Deathstones acquired in the Amala Labyrinth are needed for the fusion. Below is a description of how these rules work.

First, since all Fiends require special conditions to fuse, you must first defeat the corresponding Fiend that you wish to fuse. In addition, for each Fiend fusion, a Deathstone is required, so you need to be carrying one in advance.

If those conditions are fulfilled, then you should first look at the list below. To create a Fiend, you need to perform normal Yoma, Fairy, Night, or Tyrant fusions during specific Kagutsuchi phases. For example, if you want to create Matador, you would perform a fusion that would normally create a Yoma during a Kagutsuchi phase of 1/8-HALF, and if you wanted to create Trumpeter, you would perform a fusion to create a Tyrant during a Full Kagutsuchi. As Daisoujou and Trumpeter can be fused during a Full Kagutsuchi, you can perform Sacrificial fusions to make them. Just use the chart on p66 to find out how to fuse each corresponding race. If you want to use a Fiend as a fusion component, please see the list on the right for details.

Fiends as Fusion Components

On the fusion chart, Fiends act the same as the Tyrant race does. However, they cannot be used in place of Tyrants for Special fusions that require a Tyrant as a sacrifice.

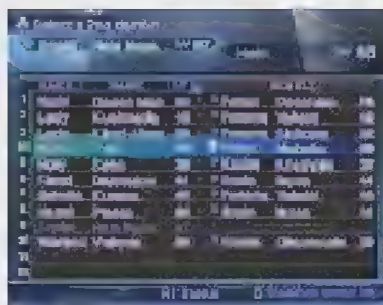
Fiends cannot be fused with Elements.

Fiends can be powered up with Mitamas.

Fiend Dante cannot be fused at all.



Unlike other fusion types, there is no risk of fusion errors when performing Fiend fusions.



If the phase of Kagutsuchi is right and you have a Deathstone, you can fuse Fiends when trying to fuse another race, which can be an annoyance.

Fiend Fusions by Kagutsuchi phase

Kagutsuchi Phase	Race created by normal fusion			
	Yoma	Fairy	Night	Tyrant
NEW	White Rider	Red Rider	Black Rider	Pale Rider
1/8	Matador			
2/8				
3/8				
HALF		Hell Biker		The Harlot
5/8				
6/8			Daisoujou	
7/8				
FULL				Trumpeter

SPECIAL FUSIONS

Special Fusions are given precedence over all other fusion types, and produce unique demons by fusing specific demons together. Below is a list of all the Special Fusions in the game, and they are either done by Normal or Sacrificial fusions. The demons created by this fusion type cannot be fused using any other methods. Therefore, like demon transformations, they cannot be made via rank-up or rank-down fusions.

Special Fusion Chart

Special Fusions

Component Demon A		Component Demon A		Fusion Product
Divine Dominion LV50	X	Seraph Uriel LV73	→	Seraph Raphael LV84
Divine Throne LV64	X	Seraph Raphael LV84	→	Seraph Gabriel LV87
Femme Rangda LV72	X	Avatar Barong LV60	→	Fury Shiva LV95

Special Sacrificial Fusions A

Component Demon A		Component Demon B		Sacrifice		Fusion Product
Avatar Yatagarasu LV46	X	Kishin Mikazuchi LV45	X	Megami Uzume LV18	→	Deity Amaterasu LV56
Seraph Michael LV90	X	Any Divine or Seraph	X	Any Tyrant	→	Seraph Metatron LV95
Fusion to create Yoma Purski LV48 E.G., Fairy Oberon LV46 x Fa en Ose LV45		X		Any Vile	→	Vile Girimehkala LV58
Fusion to create Beast Sparna LV54 E.G., Divine Dominion LV50 x Femme Daxini LV54		X		Any Tyrant	→	Raptor Gurr LV63
Fusion to create Divine Throne LV64 E.G., Fairy Titania LV57 x Beast Cerberus LV61		X		Any Vile	→	Vile Samael LV73

Special Sacrificial Fusions B

Component Demon A		Component Demon B		Component Demon C		Fusion Product
Brute Kin-Ki LV59	X	Brute Sui-Ki LV62	X	Brute Fuu-Ki LV66	→	Brute Ongyo-Ki LV81
Seraph Uriel LV73	X	Seraph Raphael LV84	X	Seraph Gabriel LV87	→	Seraph Michael LV90

*These are Sacrificial Fusions, but you can use any of the three components as a Sacrifice.

ABOUT THE DEMONIC COMPENDIUM

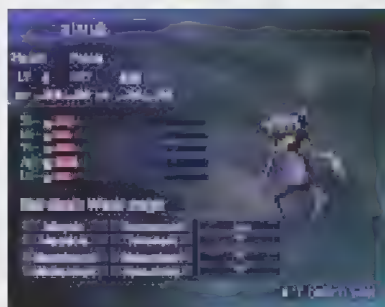
Once you arrive at the Cathedral of Shadows in Ikebukuro, the Demonic Compendium becomes available for use. Whenever you first get a new demon, be it through fusion or negotiation, it gets automatically recorded in the Compendium, and you can view its stats and profile. In addition, if you pay enough Macca (see the right-hand column for the price calculation) then you can summon the demon as a minion. In addition, you can re-record a developed minion with additional skills, levels, and experience, and summon them later in this state as fusion components. It can also be to your advantage if you record the Elements or Mitama from Rags Jewelry, or the demons that you can buy from the Shady Brokers.

The demons you record in the Demonic Compendium will carry over to your second and subsequent playthroughs. If you record lots of demons with useful skills as fusion components during your first game, it will make things easier for you on your second or third time through. In addition, if you record all 184 available demons in the Demonic Compendium, bringing it to 100%, then the cost for any future summons via

the Compendium will be halved. That's a pretty good reason to recruit all the demons you can.

Calculating the cost of summoning via the "Browse" option.

The demon you wish to summons (Power + Magic + Body + Speed + Luck)² ÷ 20 = A
(A - any decimals) × 100 Macca = Final Cost



The Preta bought from the Shady Broker: expensive, but with a full load of high-level skills. If you record it into the Compendium, it will cost a mere 2800 Macca to summon again.

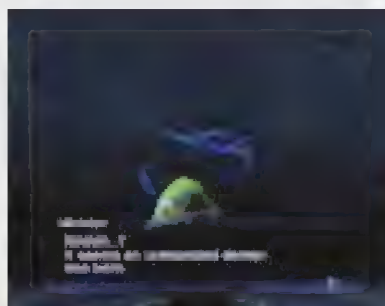
FUSION ACCIDENTS

If a loud buzzer goes off in the middle of a fusion, there's been a fusion accident. They usually happen at a rate of 1 in 256, but during a Full Kagutsuchi, the rate goes up to 1 in 16.

The result of an accident is always a demon other than the one you were trying to make. However, the resulting demon isn't picked at random. Instead, it's selected from all the demons that're anywhere from three levels above to fifteen levels below the protagonist's current level.

If you avoid fusing during a Full Kagutsuchi it isn't as dangerous, but since you can only perform Sacrificial Fusions at that point, the risk is unavoidable. If a Sacrificial Fusion ends in an accident, you'll lose the entire experience bonus you would've gotten from the Sacrificed demon. You'll want to save your game before you try for one of these.

Note that Fiend fusions or Special fusions will never end in an accident, so use those all you like.

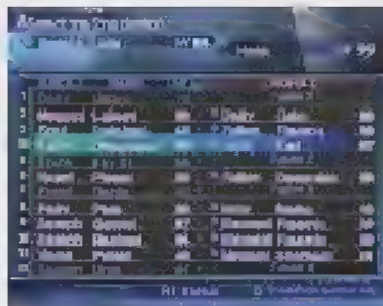


In a fusion accident, the resulting demon's inherited skills are chosen at random. Any effort you made to transfer specific skills is wasted.

ABOUT SKILL INHERITANCE

Skill Inheritance is the method of transferring skills from fusion components demon A and demon B to the fusion product, demon C. Skill inheritance will happen automatically whenever you do a fusion; in this manner, you can create a demon with initial skills that differ from those of the same demon had you gotten it via negotiation. Which skills that transfer are picked at random from the two parent demons, and the exact number is decided based on the formula explained in the next section. The skills picked are added to the fusion products default skill set.

If you are unhappy with the skills that will be inherited, when the Cathedral's Minister says Is this demon OK? then you can pick no, and then re-choose both parents again (starting from the first demon) to get a new set of randomly chosen skills. So with a little bit of patience, you can transfer whatever skills you want. However, keep in mind that there is a select set of skills that cannot be inherited under any circumstances.

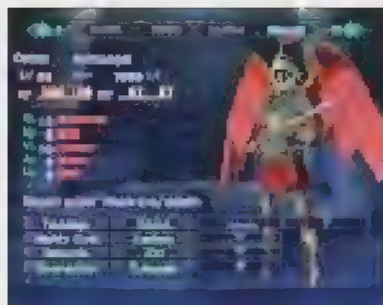


If you're unhappy with the skills transferred in a Sacrificial Fusion, you can re-pick the parents starting from the second demon, and get a new set of inherited skills.

THE NUMBER OF INHERITED SKILLS

The number of skills that will be inherited by any demon depends on the number of skills that the parent demons had prior to the fusion. As shown in the exact calculation listed on the bottom-right of the page, the more skills that the ingredient demons have, the more skills that the fusion product will inherit. For Sacrificial Fusions, the same formula is used, only adding the number of skills from all three demons used instead of two.

Transferring more skills to a fusion product is not always a good thing. For example, if there is a specific skill that you wish your demon to inherit, the more skills you transfer, the more difficult it becomes; as the parent demons have a larger pool of skills to choose from, the chance that any one specific skill will be picked decreases. Also, as demons will continue to learn skills as they gain levels, if you transfer too many to them during fusion you'll end up having to throw a few away regardless, so there is less reason to worry about how many skills get inherited.



It's not difficult to fuse a demon that inherits so many skills that it ends up with its maximum of 8 skills to start with. The question becomes whether or not the skills you need get transferred.

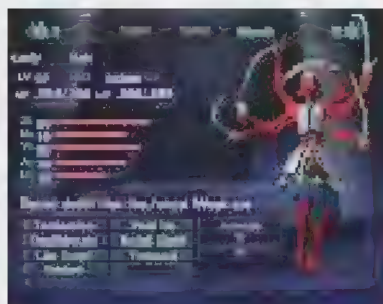
Calculating Inherited Skill number

(Total number of skills among ingredient demons + 2.7) \div 3.7

Example: Fusing demon A (5 skills) and demon B (7 skills) will produce demon C, who inherits $\{(5+7) + 2.7\} \div 3.7 = 3.97$ skills. The decimal is dropped, so demon C ends up inheriting 3 skills in total.

DEMON TRANSFER TYPES

Each demon has a "Transfer Type" that indicates what kind of Skill is easiest to transfer. The skills transferred during fusion are random, but is weighted depending on the fused demon's (not the components') Transfer Type. The chart below indicates how easy each type is to transfer, so, for example, a demon whose Transfer Type is "Phys" would have an easy time inheriting Phys, Conversation, and Special skills, but to transfer skills of other types, you might have to re-pick the demon several times.



The skills picked are random, so if you continue to re-pick your fusion, you can transfer Void Ice to an Ice-Weak (Fire-type) demon.

BASIC TRANSFER TYPE AND TRANSFER DIFFICULTY

In addition to the Transfer Type explained above, each skill has a "Transfer Difficulty" assigned to it. Therefore what skills get transferred depends both on the demon's Transfer Type and the Transfer Difficulty of the skill itself. For example, creating a demon whose Transfer Type is "Expel," it would be easiest to transfer the Skill Hama (Transfer Difficulty 3) and difficult to transfer the Death Skills Mamudoon or Hell Gaze (Transfer Difficulty 9). The Transfer Difficulty of each skill is listed in the Skill Data starting on p308.

Testing Ease of Transfer

As an example to show the difference in skill transfer difficulty, we prepared a Mitama that only knew the Agi (Transfer Difficulty 1) and Phys Repel (Transfer Difficulty 12) skills. We then fused it 100 times with a Deity Atavaka (Transfer Type: Phys) that only had one open skill slot. Agi was transferred 56 times, and Phys Repel, 44 times. While Phys Repel usually isn't transferred, it was inherited at roughly the same rate as Agi (the most easily transferable skill in the game) due to Atavakas Transfer Type.

Demon Transfer Type • Skill Transfer Ease Chart

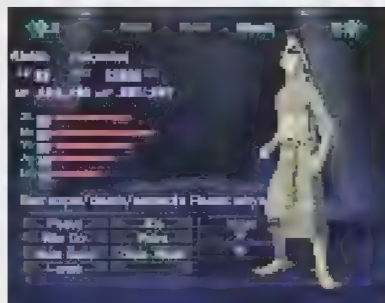
		Skill Type															
		Phys	Fire	Ice	Elec	Force	Almighty	Expel	Death	Curse	Nerve	Mind	Conversation	Heal	Support	Special	Explode
Demon Transfer Type	Phys	1	5	5	5	5	5	5	5	5	5	5	2	5	4	2	5
	Healing	6	5	5	5	5	5	5	5	5	5	5	2	1	2	2	5
	Fire	6	1	7	7	7	5	5	5	5	5	5	2	5	4	2	5
	Ice	6	7	1	7	7	5	5	5	5	5	5	2	5	4	2	5
	Elec	6	7	7	1	7	5	5	5	5	5	5	2	5	4	2	5
	Force	6	7	7	7	1	5	5	5	5	5	5	2	5	4	2	5
	Magic	6	3	3	3	3	5	3	3	5	5	5	2	5	4	2	5
	Expel	6	5	5	5	5	5	1	7	5	5	5	2	5	4	2	5
	Curse	6	5	5	5	5	5	7	1	5	5	5	2	7	4	2	5
	Support	6	5	5	5	5	5	5	5	2	2	2	2	5	2	2	

*The numbers on the chart indicate the ease at which skills are transferred, with 1 being the easiest, and getting more difficult as the numbers get larger. For example demons with an "Elec" Transfer times will be able to transfer Elec, Talk, and Special skills with the most ease.

APPEARANCE TYPE RESTRICTIONS OF SKILL INHERITANCE

There is another factor that affects the transferring of skills during demon fusion, and that is the appearance type restrictions of the demon inheriting the skills. Every demon's basic appearance affects what skills it can and cannot inherit. Unlike Transfer Affinity, which merely affects the chances of any given skill being inherited in a fusion, if a skill's appearance type does not match with the way a demon looks, it cannot be transferred at all.

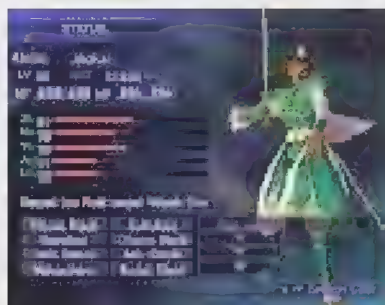
For example, the appearance affinity of the conversation skill Maiden Plea is Maiden. In order to transfer this skill in a fusion, the target demon must have Maiden as part of its appearance. So, any demon that can inherit this skill has to look like a young woman. A demon cannot inherit Weapon type skills unless it is holding a weapon, demons without wings cannot inherit Wing type skills, and so forth. There are also skills whose appearance type are Magic and Needle; these skills can be learned by any demon, no matter what they look like.



If you create Futomimi from a rank-up fusion of the weapon-holding Kishin Jikoku, then none of the sword skills Jikoku has can be transferred.

BE CAREFUL NOT TO TRANSFER USELESS SKILLS

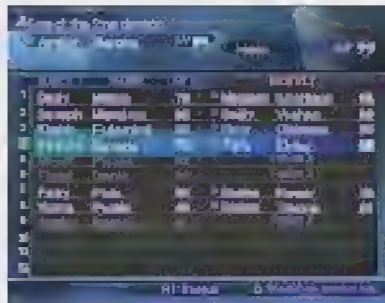
Even if transfer type, transfer difficulty, or appearance type isn't a problem, there are skills that you won't want your demons inheriting -- skills that do no good in the fused demon's arsenal. For example, transferring Fire Boost to a demon with no fire attacks, or transferring Void Phys to a demon that naturally repels physical attacks is a waste. In addition, transferring conversation skills like Seduce to a male demon is almost as pointless, given that large numbers of demons react violently to male demons using that skill. However, transferring useless skills like this can be useful if you intend to transfer the skill again in the future to a more appropriate demon. On that note, if you create a minion that accidentally inherits an inappropriate skill, you can purposely look for another demon that can use that skill well, and use your current minion as an ingredient to fuse it.



A Jikoku created through nested fusion that has all the sword skills. While rather useless in a practical sense, it still is something of an accomplishment.

CONCRETE EXAMPLES OF GOOD FUSIONS

Using the knowledge of the fusion rules discussed so far, here are some examples of demon fusions that create versatile minions. The examples below are of a customized Will o Wisp, especially designed to be a Sacrifice in a fusion, and the strongest Tyrant, Beelzebub sporting the Pierce skill. It looks like a complicated fusion, but with patience, it's actually a quite simple repetition of fusions. Creating a strong minion with a minimum of effort is the mark of a master of demon fusion.



For Special Fusions, gathering the necessary component demons can be difficult, but the recipe is fixed, so it is simple in that sense.

• DEMON FUSION MASTERY--1 STEP FROM ADVANCED FUSION

• Foul Will o' Wisp x Mitama Kusi Mitama

→ Foul Will o Wisp (Transferring Anti-Ice and Anti-Shock)

• Foul Will o' Wisp (from above) x Mitama Nigi Mitama

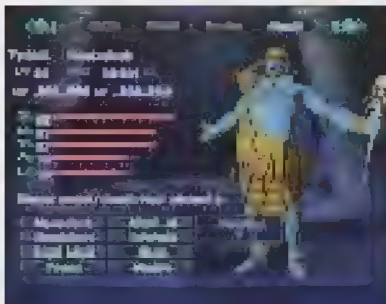
Foul Will o Wisp (Transferring Anti-Fire and Anti-Elec)

This is a method of creating a Foul Will o Wisp with Fire, Ice, Electric, and Anti-Shock. Both of the Mitama involved in the fusions are bought from Rags Jewelry, as only the Mitama bought there have Immunity skills. The reason one would deliberately create this sort of Will o Wisp is to use it as a Sacrifice in fusions, so that it can transfer Immunity skills to demons that need them. Will o Wisp is a good candidate for this as its statistics are very low, with few useless extra skills, and can be summoned from the Cathedral of Shadows over and over again. Transferring all four Immunity skills will probably require a lot of re-picking when doing the fusions, but the effort is worth it as it ends up a useful minion. Furthermore, the cost to summon this Will o Wisp is a mere 3100 Macca. After completing the Demonic Compendium, the price drops even further, to 1550 Macca.

• Vile Girimehkala (Shady Broker) x Snake Yurlungur

→ Kishin Futomimi (Transferring Pierce, Bright Might, and Attack All)

Using the Girimehkala bought from the Shady Broker in the Labyrinth of Amala, this is a rather simple fusion that creates a powerful ally. Because you can't buy the same Girimehkala from the Broker more than once, remember to record it in the Demonic Compendium first before fusing it. The only potentially difficult part here is unlocking Futomimi for fusion in the first place. Yurlungur can be recruited in Kagutsuchi Tower without any negotiation, and requires no advancement before he can be fused. Also, as Futomimi's Transfer Affinity is All Magic, making him inherit these three skills is fairly easy.



High-level demons with the Pierce skill are indispensable against certain bosses.

When we tested it, we only had to re-pick the fusion five times before we got all three skills to transfer. As Futomimi knows Focus from the beginning, during a full Kagutsuchi, his Focus + Attack all (critical hitting with Bright Might) makes him a terrific powerhouse. And with Pierce, unless he's facing an enemy that repels Physical attacks, he's nearly unstoppable. If you use this Futomimi as a component in future fusions, the following pattern becomes a possibility:

• Kishin Futomimi x Entity Albion

→ Fury Beiji-Weng (*1)

• Fury Beiji-Weng x Vile Girimehkala

→ Tyrant Abaddon → (Transform) → Tyrant Aciel

• [CURSE fusion] Tyrant Aciel x Any Element

→ Tyrant Beelzebub (Human)

(Transferring Pierce, Bright Might, etc)

This is an example of transferring Pierce and Bright Might like above, only to Tyrant Beelzebub, who's already a top-class ally. The biggest problem is creating Albion in the first place; to make him you must transform Jirae Gogmagog, and that requires Gogmagog to gain 125,000 experience points. Also, as the more skills that the component demons have, the more skills the fusion product inherits, it's advisable to build up the other component demons to a certain extent. The most important thing is to make transfer of Pierce, Bright Might and Focus your first priority, so keep re-picking your fusions if you can't get them to transfer the first time. As a note, when fusing Beiji-Weng, if you didn't prepare a Futomimi as listed earlier, you can use Snake Quetzalcoatl or Jirae Gogmagog instead; just summon the Brokers Girimehkala from the Demonic Compendium for the second fusion. That will cost you 36,900 Macca (half that if you've completed the Compendium). As you need a lot of experience points (about 167,000) to transform Abaddon into Aciel, you might want to create Abaddon with a Sacrifice to reduce the level-building load; that also increases the number of skills inherited which makes this easier. Finally, you need to perform a Rank-Up Curse fusion. There aren't many opportunities to become cursed; try leveling up while equipping the Magatama Kailash, as you have a high chance of getting cursed when that happens. It doesn't matter which Element you pick for the fusion, but the more skills it has, the better. If you manage all that, you can create a Piercing Tyrant Beelzebub like the one in the screenshot to the left. While you might worry about skill transfer throughout this, Abaddon's transfer affinity is All Magic and Beelzebub's is Support, so both will inherit skills like Pierce and Focus fairly easily.

ARTWORK INTERMISSION

Before we present the walkthrough, let's take a break to admire some of the beautiful artwork made for this game.

Intermission

Artwork



SHIN MEGAMI TENSI
nocturne





SHIN MEGAMI TENSEI
Nocturne
Book 1





SHIN MEGUMI TENSEI
NOCTURNE
 夜曲





Intermission

Artwork



SHIN MEGAMI TENSEI
NOCTURNE
2001









Intermission

Driveway





Intermission

Artwork





Intermission

Artwork



STYLING: MEGAN HILL
Moulin Rouge
MUSIC BY FRANK WATERS



Shin Megami Tensei - Nocturne - The Official Strategy Guide

Part

2

WALKTHROUGH

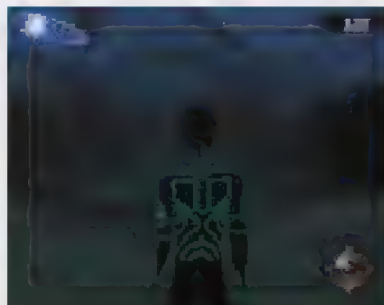
SHIN MEGAMI TENSEI
Nocturne
THE OFFICIAL STRATEGY GUIDE

1

There are two types of maps in the Vortex World, both 2D and 3D. In this section, the places and events in each are explained in detail.

About the Map Guide

The destruction of the Conception has created the Vortex World, which is laid out on the inside of a sphere. There are two types of maps: external 2D maps viewed from far above the protagonist, and indoor 3D dungeon maps. Both maps have different legends, so here's a short explanation as to how to read each map.









Before you enter a dungeon, do your best to learn more about it.


2D FIELD MAPS

The maps of the 2D Fields start on the next page. The entire breadth of each field is displayed, along with indications of the events, dungeons and connections to other places that each entails. The 2D fields often act as connecting areas between the 3D dungeons. There are many places that can only be reached on foot, so these maps should prove useful when you're trying to find your way from place to place.

Please view the key to the right for an overview of what each of the symbols on the 2D maps mean.

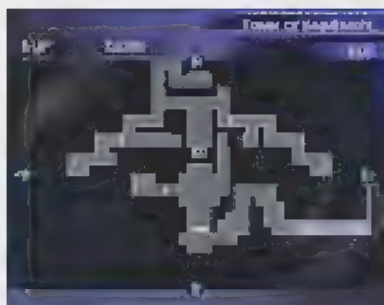
MAP SYMBOL KEY

-  Entrances to dungeons. The letters correspond with the letters used in the 3D maps that start on p110.
-  This indicates a dungeon with a Terminal in it, that can be used to teleport to other terminals.
-  Lines that indicate paths from place to place on the 2D maps.
-  Lines that indicate paths through 3D dungeons.
-  Lines that indicate paths through 3D dungeons that are not immediately accessible upon first arrival to the area.
-  Lines that indicate teleportation between terminals. Lines that have arrows indicate one-way teleportations.

※ In addition, areas surrounded by  indicate areas that you cannot enter upon initial arrival at that field. Only places surrounded by black lines are accessible via dungeons.

3D DUNGEON MAPS

Maps and explanations of the 3D dungeon maps start on p110. In contrast to the 2D fields, which act as simple paths from place to place, the 3D dungeons can be literal mazes, where it's easy to get lost. There are various tricks and traps on each map that will make you lose your bearings if you're not careful. Each of the maps features icons that indicate these tricks and traps, as well as strategies for getting through the dungeon (if not an out-and-out solution). If you get stuck in any of these dungeons, use the information we've provided to help you find your way out.



You can use the Triangle button to see a certain amount of information about a dungeon.

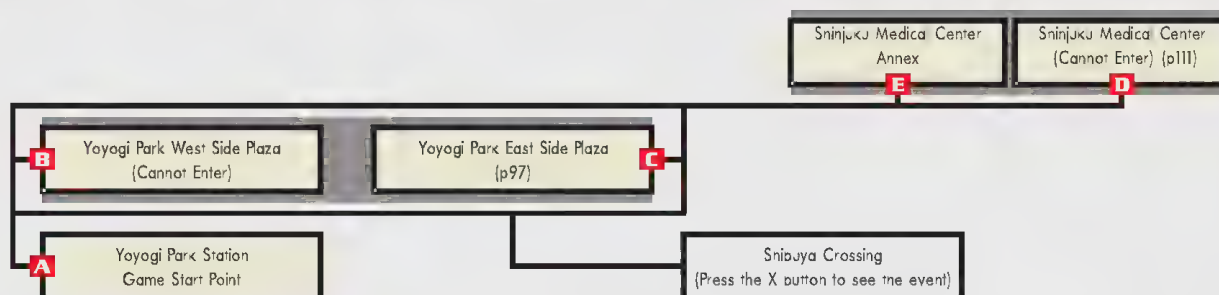
SHINJUKU-SHIBUYA AREA

This map acts as the stage for the prelude of the game. The start point of the game is the subway at point **A**. The pedestrians on the map (blue icons) can be talked to with the X button. They say some interesting things, so try talking to them. Events are

triggered in sequence at Yoyogi Park East Entrance and then Shinjuku Medical Center Main building. In addition, the big TV in Shibuya will broadcast news about the terrorist attack in Yoyogi Park.



Shinjuku-Shibuya Area Map Guide



SHINJUKU-SHIBUYA AREA

This is the first field in the Vortex World that the player will visit. After completing the Shinjuku Medical Center, you will start here at point **A**.

The main dungeons here are the already-completed Shinjuku Medical Center, the Yoyogi Park West Plaza, and Shibuya. Yoyogi Park has an East Plaza and a center area where the Communications Tower is under construction, but, since the doors there are locked from the opposite side, you cannot go there when you first arrive. The same thing goes for the Asakusa Tunnel beyond the park. At the moment, there is no real need for the protagonist to go to Yoyogi Park, but you will have made a promise to take the Pixie from Shibuya Medical Center there. In any case, it is a good idea to stop by. Go to Shibuya, and you can use the Terminal, Cathedral of Shadows, and Junk Shop there. By exploring this area, you can open the way to the Amala Network, the next dungeon.

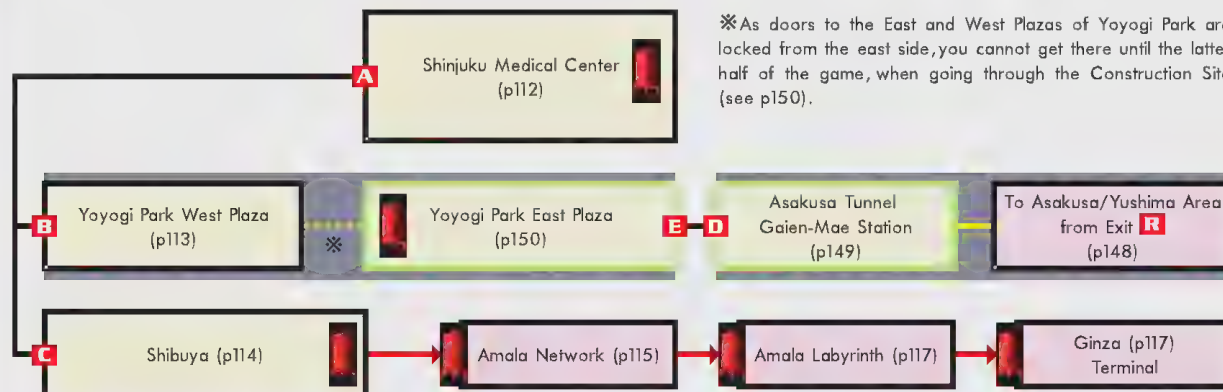
There are several Souls in these dungeons and Fields. You may expect valuable information on your first trip to the Vortex World, but you'll get the sense a lot of the information is false or useless. However, the Soul that was formerly a young man by Shibuya will tell you about the "Demi-fiend," which is worth remembering.

You cannot get the Cache Cube here until later in the game, when you revisit this area via the Asakusa Tunnel.



This Soul is happy that his prediction that the world will become round has come true. It might be worth it to listen to him.

Shinjuku-Shibuya Area Map Guide





5000ft

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse
Foul	Will o' Wisp	1	Void Death / Strong to Phys / Weak to All Magic & Expel	Almighty

※The Divine Angel listed above only appears in the area between the entrances to Yoyogi Park East Plaza and Asakusa Tunnel/Gaien-Mae Station.

GINZA-YURAKUCHO AREA

After the Shinjuku-Shibuya area, Ginza-Yurakucho is the first area you will visit. The first time you will see the surface is most likely after you have explored the town of Ginza after finishing the first Amala Network area. The exits are at **A** or **B**.

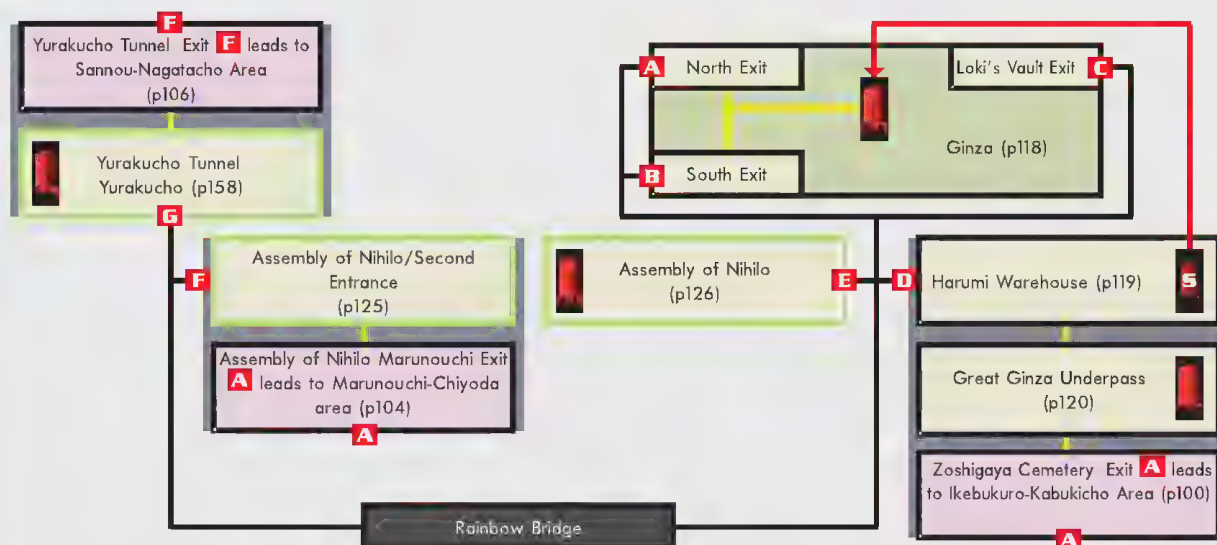
The places you can get to here besides Ginza are the Assembly of Nihilo, Harumi Warehouse-Great Underpass of Ginza, the Nihilo secondary entrance, and Yurakucho Station, the entrance to Yurakucho Tunnel. However, the majority of these places are closed off at first, and the only one you can enter is Harumi Warehouse at **D**. From Harumi Warehouse, you can travel to the Ikebukuro-Kabukicho area by foot, via the Great Ginza Underpass. It's a long way, but there is a terminal along the way, so if you find it, be sure to go in and save your progress.

There are two Cache Cubes on the field, and both of them contain worthwhile items, but a Succubus is guarding one of them. In addition, the enemies beyond the Rainbow Bridge are stronger than the others in the area (see the enemy data on the page to the right). As a Soul will tell you, when you first arrive, it is a good idea to go straight to your main destinations and avoid loitering.



You'll have to cross the bridge after you get to Asakusa. There's no need to go here before that. The Cache Cube isn't going anywhere.

Ginza-Yurakucho Area Map Guide





Ruby: Fight (Night Succubus x 1)
Soma Droplet

DEMONS APPEARING Ginza-Yurakucho Area

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse

DEMONS APPEARING Assembly of Nihilo Second Entrance Area

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Divine	Principality	28	Void Expel / Weak to Death & Mind	Phys / Expel
Divine	Archangel	18	Void Expel / Weak to Death & Ice	Phys / Expel
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force

IKEBUKURO-KABUKICHO AREA

You will arrive in the Ikebukuro-Kabukicho area from the Ginza-Yurakucho area via the Great Ginza Underpass. You will come out from point **A**, in Zoshigaya Cemetery.

The only dungeon you can go to on this field when first arriving is Ikebukuro West Hall, at **B**. The other dungeons are Ikebukuro Tunnel/West Ikebukuro station at **E** and Kabukicho Prison at **D**, but you cannot go to either until advancing further in the game. To get to Mantra's Headquarters at **C**, you must enter from Ikebukuro Main Hall. Once the main gate of Mantra's Headquarters is opened, you can travel to Kabukicho Prison via Ikebukuro Highway. Because the Fiend Hell Biker (see p223) appears here, it is good to prepare in advance before making the trip.

Another point of interest in this field is the red Damage Zones toward the south side of the field. These are the same as Damage Zones in dungeons, and you will take damage when walking on them if you are not using a Float Ball or the Liftoma skill. It is a good idea to have one of these options available, especially if you want to get the Cache Cube in the Toyama area on the way to Kabukicho Prison. Don't forget to pick up the other Cache Cubes either.

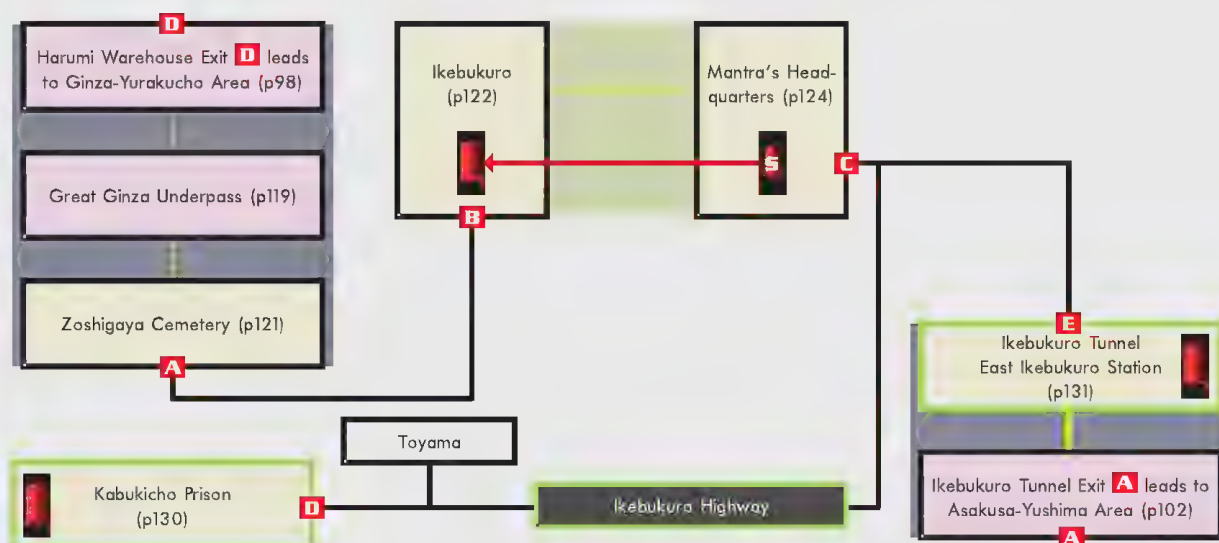


You can get under the railway to the west of Ikebukuro via an underpass. It is easy to overlook the Cache Cube beyond.



This Soul got greedy and is stuck. But since Souls float normally, aren't the Damage Zones meaningless to them anyway?

Ikebukuro-Kabukicho Area Map Guide





Bead

Float Ball

Soma Droplet

DEMONS APPEARING Ikebukuro-Kabukicho AREA

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Snake	Nozuchi	14	Force Drain / Weak to Elec	Phys / Curse / Explode
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse

DEMONS APPEARING Ikebukuro-Kabukicho AREA AFTER THE FALL OF MANTRA

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Archangel	18	Void Expel / Weak to Ice & Death	Phys / Expel
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse

ASAKUSA-YUSHIMA AREA

You'll arrive in this field via the Ikebukuro Tunnel from Ikebukuro-Kabukicho Area. You will first come from point **A**, at Kuramae Station.

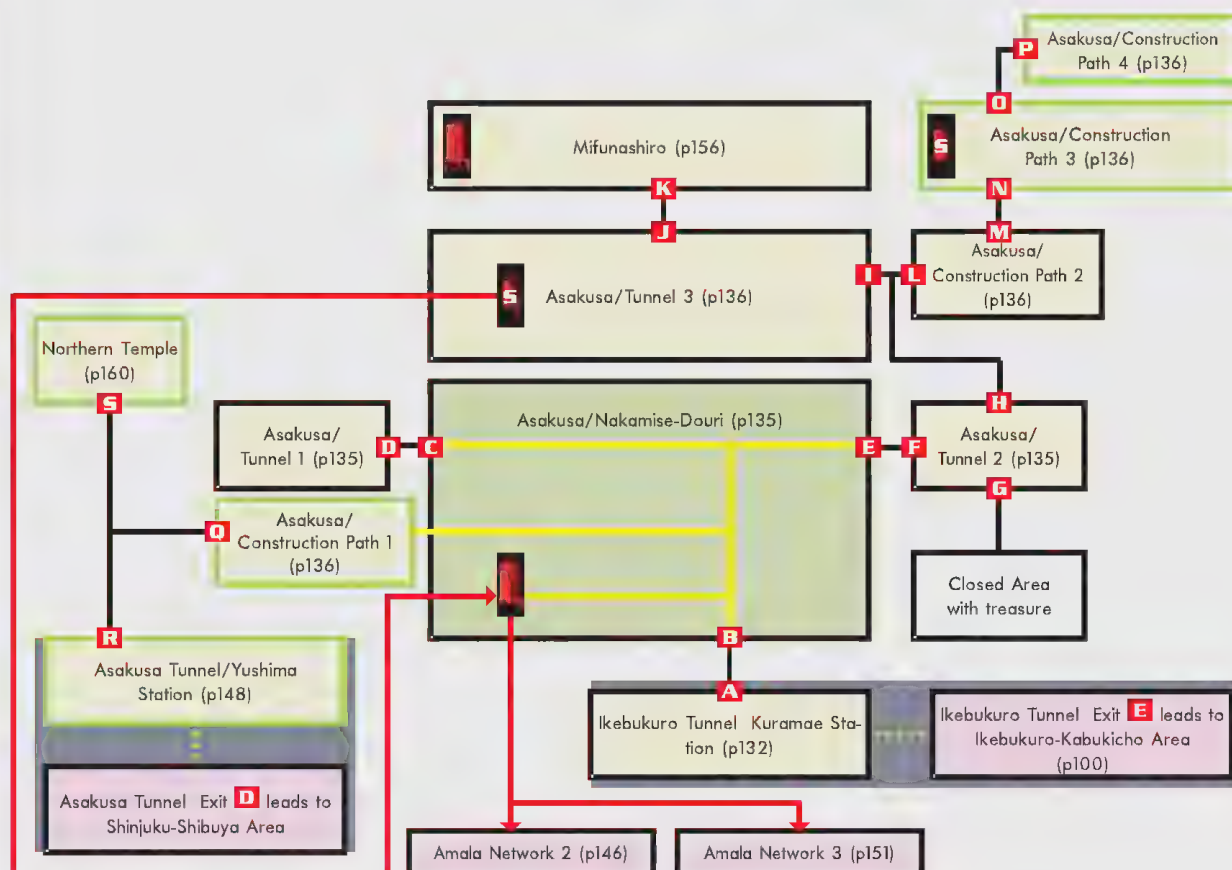
This field is broken into separate areas by the stream and terrain elevations. You will have to travel between these via the complicated Asakusa dungeon, so it can be difficult to tell which areas are connected. The dungeon doesn't correspond perfectly to the geography above, so use the area map guide below to see which dungeons lead where.

The first areas you can get to here are the towns of Asakusa and Mifunashiro, which you can get to via underground tunnels. You'll have to come back to these places several times, so it is a good idea to visit the terminal early so you can teleport in. Also, in Asakusa there are several places under construction which you cannot enter when you first arrive. You'll be able to get to both sides of the area after completing the Obelisk and the Amala Network 2.



To get this Cache Cube, you need to exit the Asakusa from point **A**. Go here if you're looking to explore all corners of the world.

Ginza-Yurakucho Area Map/Guide





Magic Mirror

DEMONS APPEARING ASAKUSA-YUSHIMA AREA

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Principality	28	Void Expel / Weak to Death & Mind	Phys / Expel
Divine	Archangel	18	Void Expel / Weak to Ice & Death	Phys / Expel
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force

MARUNOUCHI-CHIYODA AREA

This Field features the mysterious, Egyptian-looking skyscraper, the Obelisk. The Vortex World is bizarre, but this building is especially surreal.

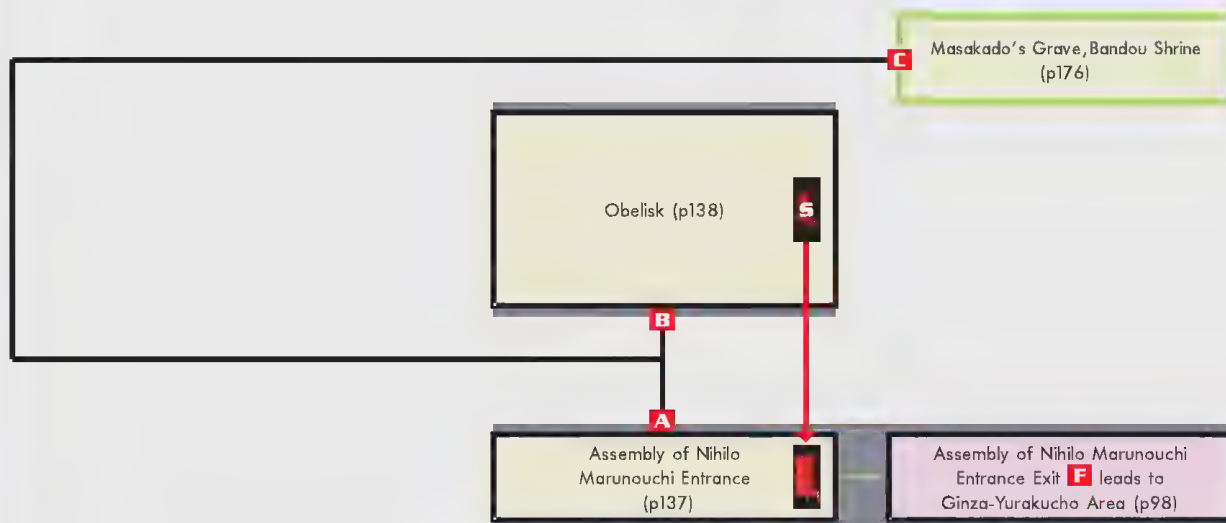
The protagonist will first arrive here at point **A**, the Entrance from the Assembly of Nihilo Marunouchi. The only 3D dungeon you can get to here is the Obelisk at **A**. You can go to Masakado's grave in the northeast, but there is nothing there. While it may seem to be a good idea to just head straight for the Obelisk, don't forget to pick up the Cache Cubes in the area. Later in the game, this Field will undergo a large change, and the Cache Cubes that were formerly here will disappear. As you won't come back here for a while after you complete the Obelisk, you should grab the Cubes early on.

Note that the Obelisk only has S-Terminals which use the Terminal in Nihilo Marunouchi as a "main" terminal. Because of this, if you forget to visit the Main Terminal and enter the Obelisk. If something happens and you need to get out, you'll be stuck inside. If you stop by the Main Terminal first, you can prevent a potential problem later.



This Soul will tell you about Lord Masakado and his grave. After getting the "Lord's Sword" and coming back here, you'll get a chance to meet him face-to-face.

Marunouchi-Chiyoda Area Map Guide





Life Stone x 3
Bead
100000

DEMONS APPEARING MARUNOUCHI-CHIYODA AREA

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Divine	Principality	28	Void Expel / Weak to Death & Mind	Phys / Expel
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force

SHIN MEGAMI TENSEI
SMTX
Aomori Bay Bridge

SANNOU-NAGATACHO AREA

You will first come to this area after completing Amala Network 3. You will be dropped off at point **A**, with nothing nearby. There is nowhere to go but the Amala Temple, at point **B**. There is a Terminal once you get to the Temple, so you can use it to teleport to other places soon after you arrive.

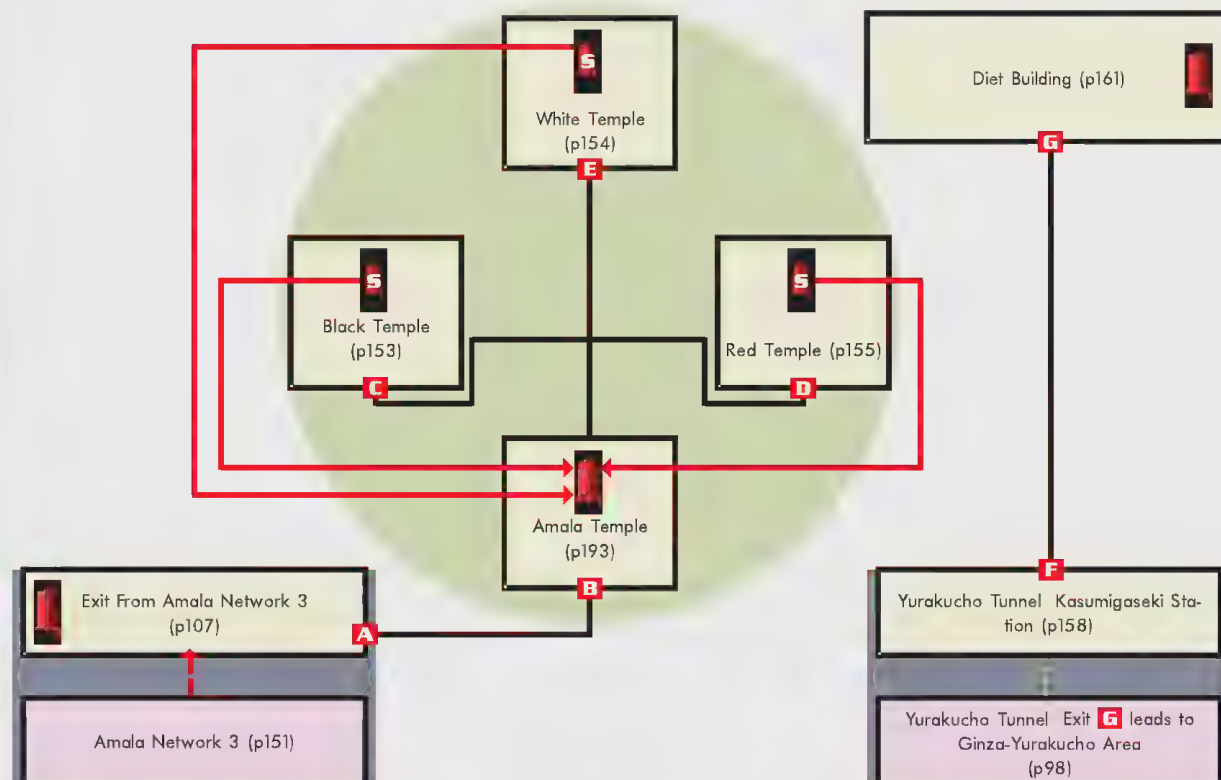
The area to the east of the Amala Temple is completely cut off from the west side; it is connected to the Ginza-Yurakucho Area by the Yurakucho tunnel. You will emerge from the tunnel at point **F**, Kasumigaseki Station. From there, you can get to the Diet Building at point **G**.

It is best to think of this area as two separate fields: the Sannou Area with the Amala Temple, and the Nagatacho Area with the Diet Building. The two Cache Cubes are similarly separated, with one in the Sannou area and one in the Nagatacho area.



You may be surprised to be dumped in the middle of the field when you first get here. Proceed north and you'll be able to see the Amala Temple.

Sannou-Nagatacho Area Map Guide





5000ℓ

Life Stone x 5

DEMONS APPEARING SANNOU-NAGATACHO AREA

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force

SHIN MEGAMI TENSEI
FINAL FANTASY
IX
MAGICAL

MARUNOUCHI-CHIYODA AREA <After the Tower of Kagutsuchi appears>

The Marunouchi-Chiyoda Area used to be dominated by the Obelisk, but after you offer the Yahirono Himorogi in the Amala Temple, Kagutsuchi announces the time has come and changes the topography of the area greatly. The Obelisk, formerly towering at 150 floors, has been driven into the ground like a stake, and its new entrance is on 132F. Above it lies the player's final destination, the Tower of Kagutsuchi.

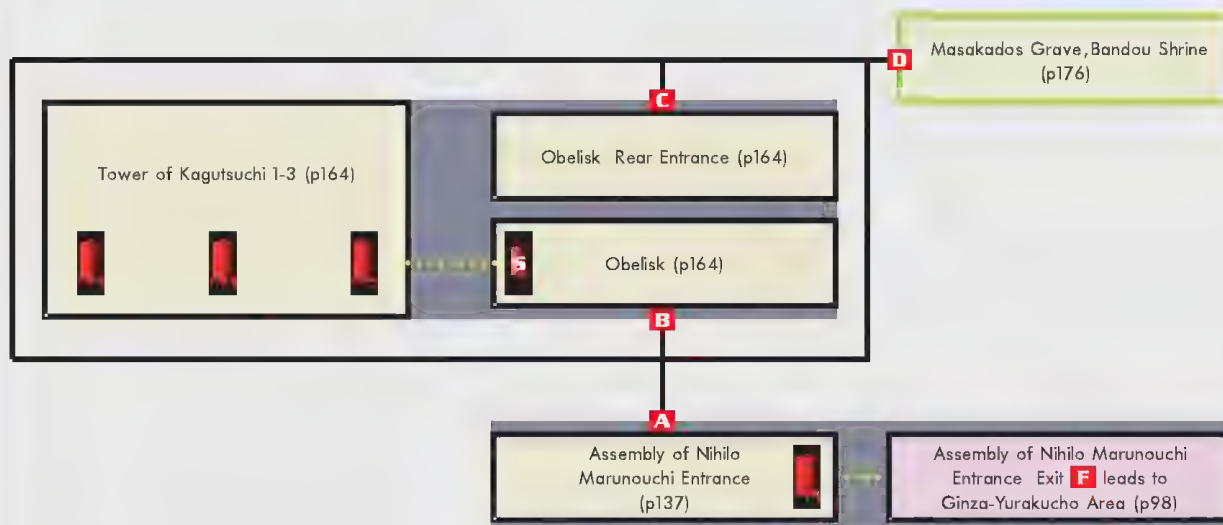
There is no reason to come here via your earlier route (the Assembly of Nihilo's second entrance). As you should already be able to teleport to the Marunouchi Entrance Terminal, you can come here from whatever other Terminal you want. Also, while exploring the Tower of Kagutsuchi, there is a chance that you will be able to open the entrance to the dungeon connected to Masakado's grave, the Bandou Shrine. As the structure of the Field has transformed, the way to get there from the Marunouchi Entrance has changed as well.

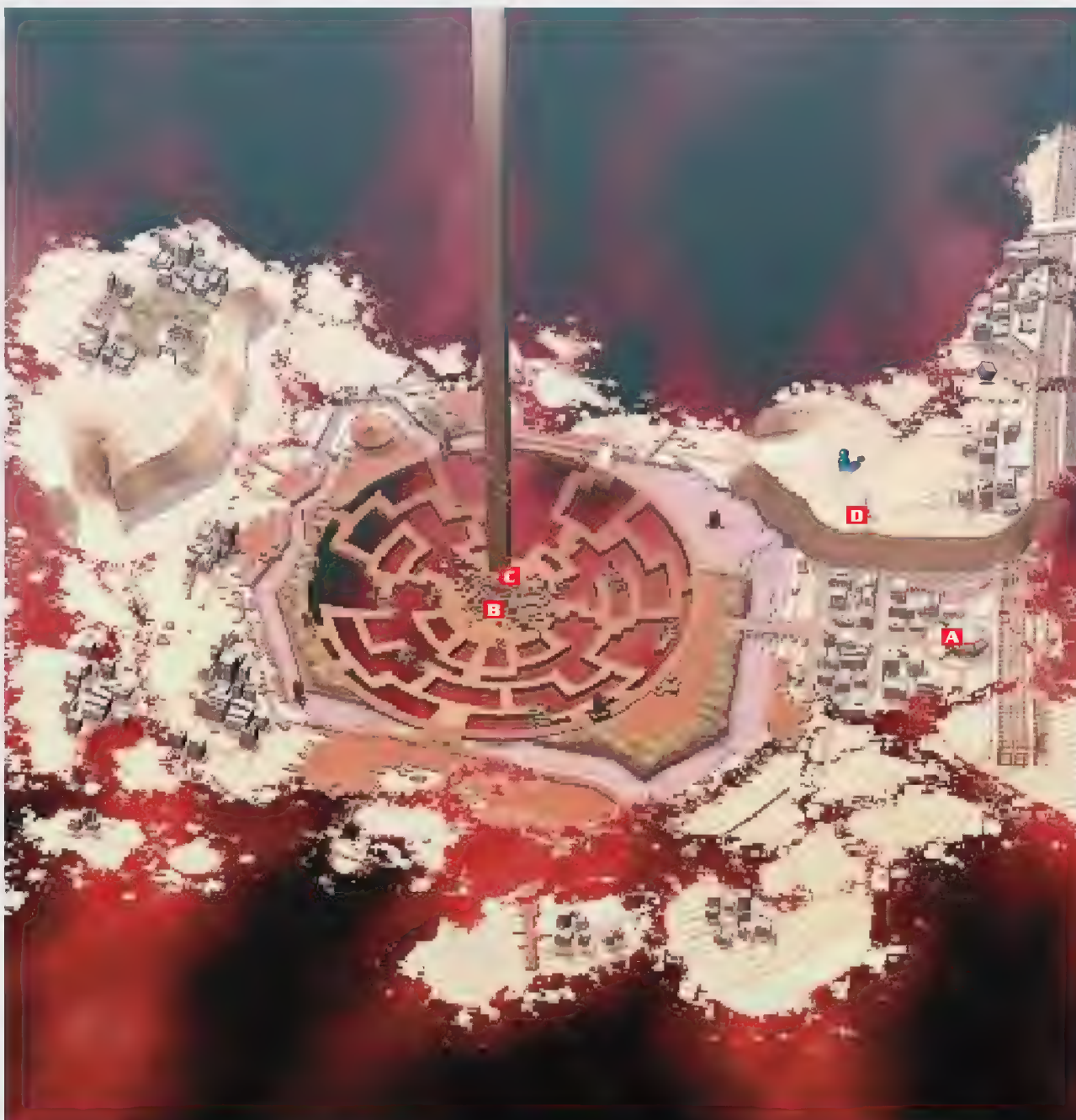
In addition, the sunken Obelisk can be entered not just from the front, but the rear as well. When you get close, "X Enter" will be displayed, so be sure not to miss it. There is great treasure inside.



A little down and to the left from here is the rear entrance to the Obelisk. You couldn't get in here before, but can now.

Marunouchi-Chiyoda Area <After the Tower of Kagutsuchi appears>





SHIN MEGAMI TENSEI
MARUNOUCHI-CHIYODA AREA

DEMONS APPEARING <Marunouchi-Chiyoda Area After Obelisk Transformation>

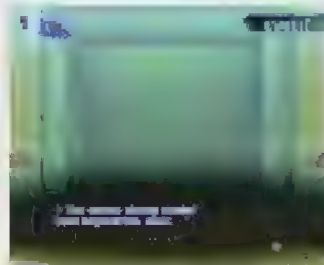
Race	Name	Level	Defense Type	Attack Skill Type
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Weak to Fire	Phys / Ice / Force
Foul	Shadow	52	Void Death / Phys Strong / Weak to Force & Expel	Elec / Almighty / Death
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak to Expel	Phys / Elec / Force / Death / Curse

3D DUNGEON INFORMATION

There are many 3D dungeons in the Vortex World born from the Conception, from natural caverns to formerly magnificent modern complexes, to unknown and mysterious places. Here is a description of all of them.

In the following pages, we will go over the contents of all of the 3D dungeons in the game. In general, they are presented in the order in which you will explore them during the game, and the enemy demons you can encounter in each map are listed at the beginning of each section. Please refer to the Event Guide on p356.

The various features of each of the maps are shown in detail with icons. For the meanings of each of these icons, please refer to the section below.



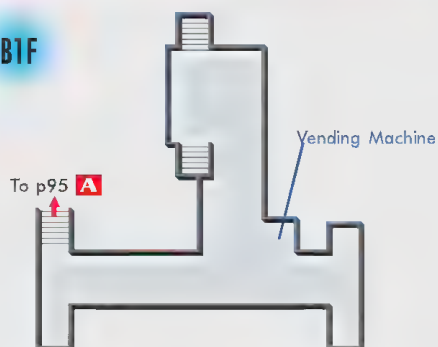
It is foolhardy to advance without preparation or thought to what might lie ahead. Pay close attention to the information given in the maps.

Icon Explanation

- | | | | |
|--|---|--|--|
| | Event Point: Indicates that some sort of event will take place. There are instances where the events are not automatic, and you have to either talk to someone or examine something. | | Elevator: Elevators marked with the same number are connected, and you can use them to pick the floor you wish to go to. |
| | Battle Point: Indicates where a fixed battle will take place. Please refer to p29 for information on fixed battles. | | Lift/Moving Floor: If you ride on the floor marked with red, you will be taken to the area marked with blue. The areas of the same letter are connected. |
| | Messenger: Blue indicates a Soul or Manikin, and orange indicates a demon. There are a few that will attack you when you talk to them. | | 2D Field Exit: Places where you can leave the dungeon and go to the 2D field. Which area you will go to is listed by each exit. |
| | Cache Cube: A normal treasure box. Their contents are listed in a small area outside the map of each floor that indicate what items you can get on that level. | | Switch: Switches that open doors or shutters, or operate some other sort of mechanism within the dungeon. |
| | Mystical Chest: Treasure chests whose contents change depending on the phase of Kagutsuchi. Their contents are indicated in the same lists as the Cache Cubes. | | Conditional Doors: Doors that start closed, but act like normal doors when you fulfill some sort of condition. The specifics of the condition are described outside the map. |
| | Main Terminal: Terminals you can use to save your game, or to teleport to other Main Terminals. Depending on the situation, you can sometimes talk to Hijiri here too. | | Shutter: These shutters operate in the same fashion as conditional doors, with the exception that you can see the other side when they are closed. |
| | S-Terminal: Terminals you can use to save your game or teleport to a single Main terminal. Sometimes the main terminal is in another dungeon. | | One-Way Door: You can pass through these as doors in the direction of the arrow, but if you approach from the other side, it's just a wall. |
| | Fountain of Life: Places where the Lady of the Fount will heal, cure, or revive you for a fee. | | Transparent Wall: See-through walls. They only appear in the Labyrinth of Ama. |
| | Junk Shop: Places where you can buy items. The items available for purchase are listed outside the main area of the map. | | Trap Walls: Walls that appear out of nowhere. When you go to the numbered area, the wall of the same number will appear. |
| | Cathedral of Shadows: Places to fuse demons. Be aware that at the early parts of the game, you are limited to certain types of fusion (see p20). | | Secret Passage: While this wall looks like a normal wall, you can walk through it. The surface of the wall moves a bit so it is possible to tell a secret passage from a normal wall on close inspection. |
| | Rag's Jewelry: You can trade gems for Element, Mitama, or Rare Items here. There's only one of these shops in the game, in Cinza. | | Invisible Wall: Looks like empty space from a distance, but appears as a wall when you get close enough. |
| | Stairs/Ladder: Lets you travel between floors. Red indicates one going up, blue indicates one going down, and the letter indicates your destination. | | Disappearing Wall: Like the opposite of invisible walls, these look like walls from a distance, but when you get close enough they disappear, allowing you to pass through. |
| | Warp Point: A spot which will instantly teleport you somewhere else. Red indicates the warp point itself, and the blue mark with the same letter indicates the point you will be teleported to. | | Damage Zone: Floor that does damage -- 3% of your max HP -- when you walk on it. With Float Bal's or the skill Liftoma, you can avoid damage. |
| | Pit: A one-way hole down to a lower level. Some give you a choice to jump down, and some are automatic as soon as you step in the area. Black indicates the hole itself, and gray indicates where you will end up. | | Dark Zone: Areas shrouded in darkness. On the automap, only the immediate vicinity will be displayed. With Light Balls or the skill Lightoma, you can see normally. |
| | | | Cursed Area: Areas that halve your HP with each step. It is not possible to stop this damage with items or skills. |

YOYOGI PARK STATION

B1F

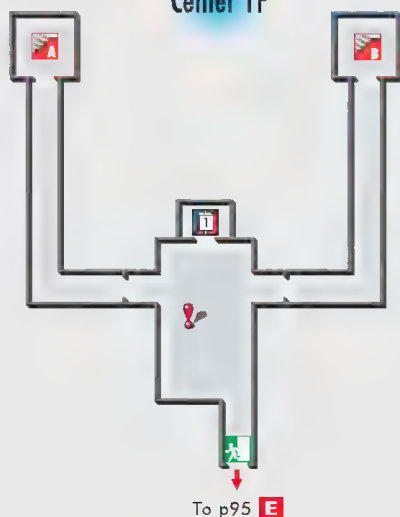


B1F

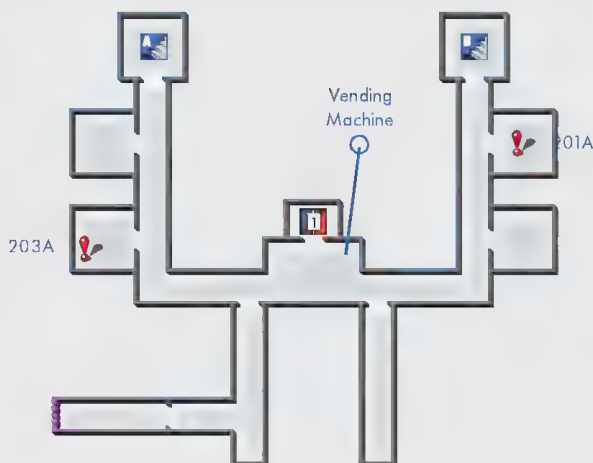
★On your second playthrough, there will be an option to pick the protagonists outfit during the event before the station (Yukos Dream). ★By the ticket counter a friend sends a text message (input Isamus name). ★By examining the vending machine you can get a Mysterious Drink. After the Conception, it becomes Sacred Water. ★If you try to pass before talking to the employee, he will talk to you. The choice in the conversation has no effect on the outcome of the game.

SHINJUKU MEDICAL CENTER

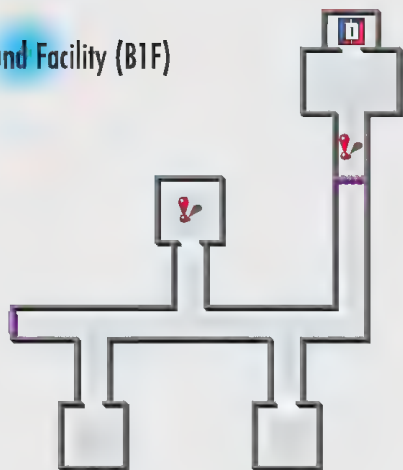
Center 1F



Center 2F



Underground Facility (B1F)



Center 1F

★After leaving Yoyogi Park station, you cannot enter here until you have seen the event with Hijiri by the West entrance of the park. ★In the lobby, there is an event when you approach Chiaki. The choice you make is unimportant. ★If you talk to Chiaki after meeting Isamu, you get the ID Card.

Center 2F

★While going down the hall from the stairs, you will see Isamu. If you saw him on the West side, he'll be in room 201A, and in room 203A if you saw him on the East side. The choice in your conversation with him is unimportant. ★You will get a Mysterious Drink from the vending machine by the elevator. After the Conception, it becomes a Sacred Water.

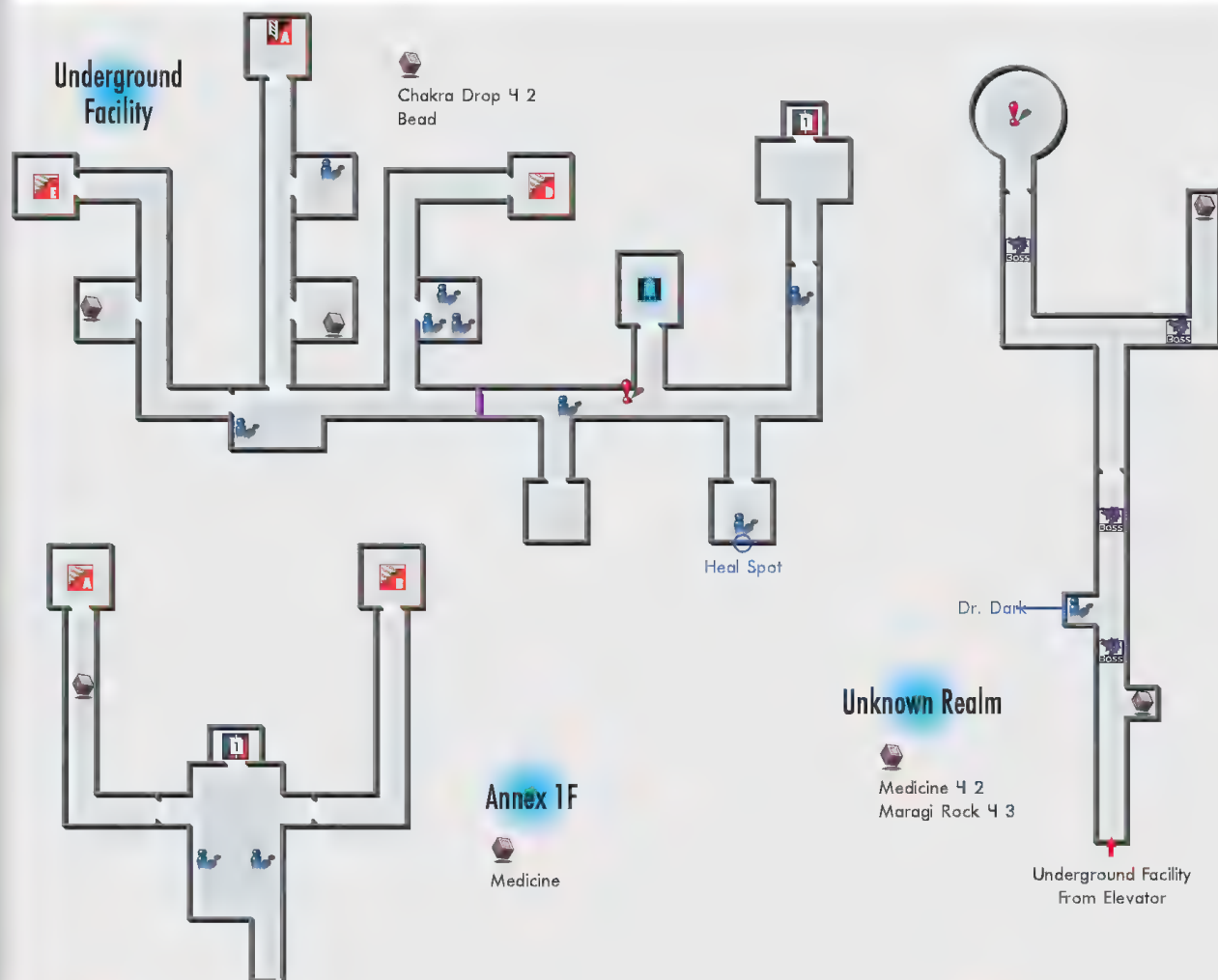
Underground Facility (B1F)

★Once you get the ID Card you can enter. In the center room you will meet Hikawa and Yuko, and on the way to the elevator, you will meet the mysterious Child and Old Woman. The choice you make during the conversation with Hikawa makes no difference. Afterwards, when you take the elevator to the roof, the Conception event takes place.

SHINJUKU MEDICAL CENTER

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack skill type
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force
Haunt	Preta	4	Void Death / Weak to All Magic	Phys
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Foul	Will o Wisp	1	Void Death / Strong to Phys / Weak to All Magic & Expel	Almighty



Annex 2F

Center 2F



Annex 1F



Mabufu Rock
Mazio Rock
300¢
Medicine 4 2
Revival Bead

Underground Facility (Center Side)

★There is an event at the terminal with Hijiri. After this, it is possible to save. ★When trying to get on the elevator, you are warped to an Unknown Realm (Labyrinth of Amala).

Unknown Realm

★There are 4 preset battles here (see p192). ★After the event in the northwest room, you are warped to the Underground Facility elevator.

Center 2F

★If you agree to the NPC Pixie's proposition on the path to the Annex, she joins you. If you refuse you can talk to her again. Afterwards, you can get into room 203A. ★203A: Battle Haunt Preta x 3 (see p193). After the battle, you get the Annex Pass, and can go to the Annex.

Annex 2F

★You can get a Medicine from the Shiisaa in 203B. ★Fiend Battle [204B]: Fiend Black Rider (see p226). The fight will not happen until you have competed the Obelisk (p138) and defeated Fiend Red Rider. After the battle you get the Candelabrum of Wisdom.

Underground Facility (Annex Side)

★You can unlock the door near the center of the map. Then you can travel to the Underground Facility Center side.

Annex 1F

★Talk to the Soul by the Heal Spot, and you can bet whether or not you will be able to defeat the hospital boss Forneus. If you say Yes and talk to him after the boss battle, you will get 850 Macca. ★Boss fight [Annex Lobby] Fallen Forneus (see p193). Afterwards, you get the Magatama Wadatsumi.

(General)

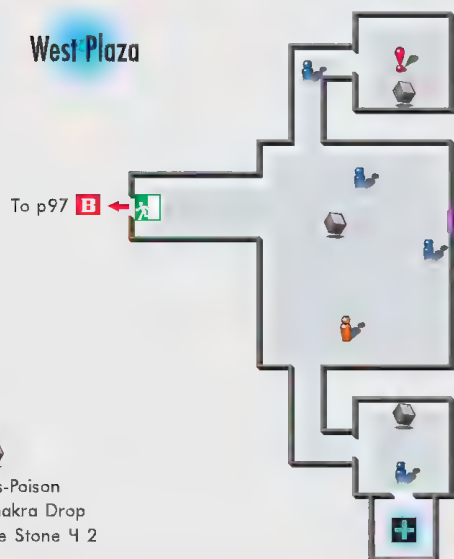
★After traveling to your first Fountain of Life, you will no longer be able to get healed at the Heal Spot here. ★After the boss battle and leaving the Medical Center, there is an event with the mysterious Child and Old Woman, and Dante makes his first appearance.

YOYOGI PARK

DEMONS APPEARING

Race	Demon name	Level	Defense Type	Attack Skill Type
Fairy	Pixie	2	Strong to Elec	Elec

West Plaza



Dis-Poison
Chakra Drop
Life Stone 4 2

West Plaza

★On entering the Plaza, there is an event where the Pixie that joined you at the Medical Center leaves (even if she's dead). If you let her leave, she gives you the Ankh Magatama. If you don't want her to leave, she will remain in your party. In that case, you can buy the Ankh Magatama from the Great Underpass of Ginza (p120) Junk Shop. After entering the Amala Network from Shibuya, this event will happen. In addition, if you keep this Pixie with you throughout the whole game (or this Pixie's transformation or "descendant") then you can open a special door in the 5th Kalpa. ★You cannot enter the door on the east side of the Plaza yet, as you must unlock it from the other side.

SHIBUYA

DEMONS APPEARING

Race	Name	Level	Affinity	Attack Skill Type
Fairy	Pixie	2	Strong to Elec	Elec
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Femme	Datsue-Ba	7	Void Nerve & Mind / Weak to Elec	Phys / Nerve / Mind
Haunt	Preta	4	Void Death / Weak to All Magic	Phys
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind
Foul	Slime	6	Void Death / Strong to Phys / Weak to Fire & Expel	Mind / Explode
Foul	Will o' Wisp	1	Void Death / Strong to Phys / Weak to All Magic & Expel	Almighty

Hachiko Intersection



To p97 **C**

Hachiko Intersection

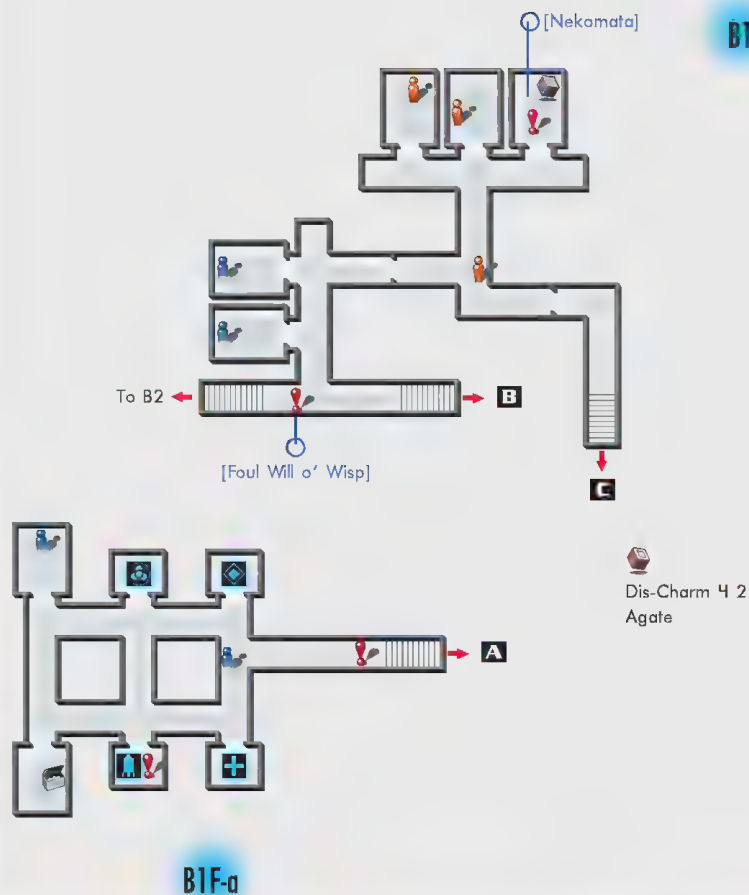
★You can enter the door concealed behind the center road after clearing the Obelisk. During a Full Kagutsuchi there is a Sabbath event there (see p145).

B1F-a

★If you come here without stopping at Yoyogi Park, Pixie will scold you. However there is no real penalty for not going there. ★There is an explanation of the Cathedral of Shadows here. The information is essential. ★After the Cathedral event and meeting Chiaki in the B2F Disco, Hijiri will appear at the Terminal. You can then go to the Amala Network 1.

B1F-b

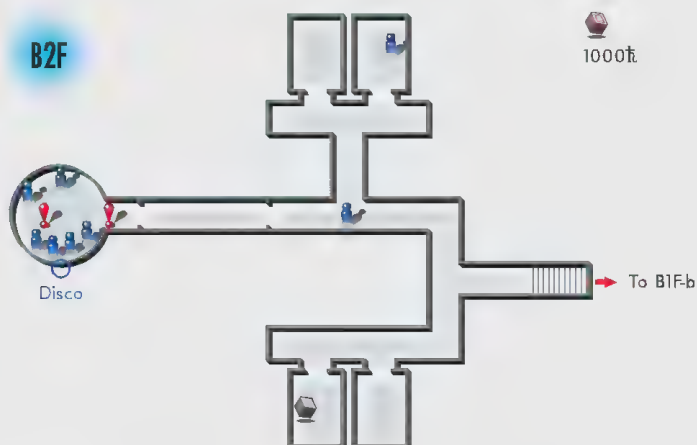
★There is a fight here [Talking to the Soul by the stairs to B2F] Foul Will o' Wisp (see p194). ★There is a fight [Entering the Northeast room]: Beast Nekamata (see p194).



Shop Items

Name	Price
Medicine	100¥
Revival Bead	600¥
Dis-Poison	150¥
Dis-Stun	150¥
Dis-Mute	150¥
Iyomante	2000¥
Shiranui	3000¥

B2F



B2F

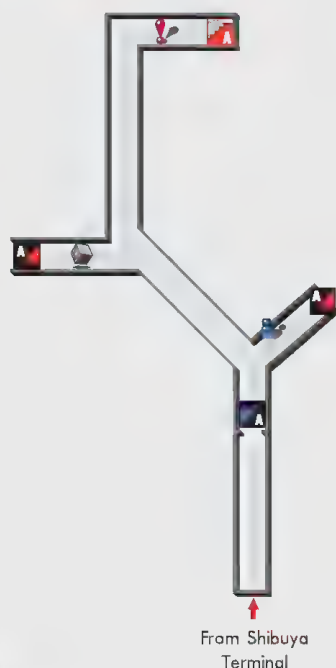
★When you enter the Disco, you will meet with Chiaki. ★The information provided by the Souls in the disco will change as you progress through the game. At first they tell you about Ginza and Nihilo. ★Fight [Talk to the Nekomata in the Disco] Beast Nekomata (see p194). After entering Amala Network 1, the Nekomata will disappear.

AMALA NETWORK 1

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind
Foul	Will o' Wisp	1	Void Death / Strong to Phys / Weak to All Magic & Expel	Almighty

B3F



B2F



B3F

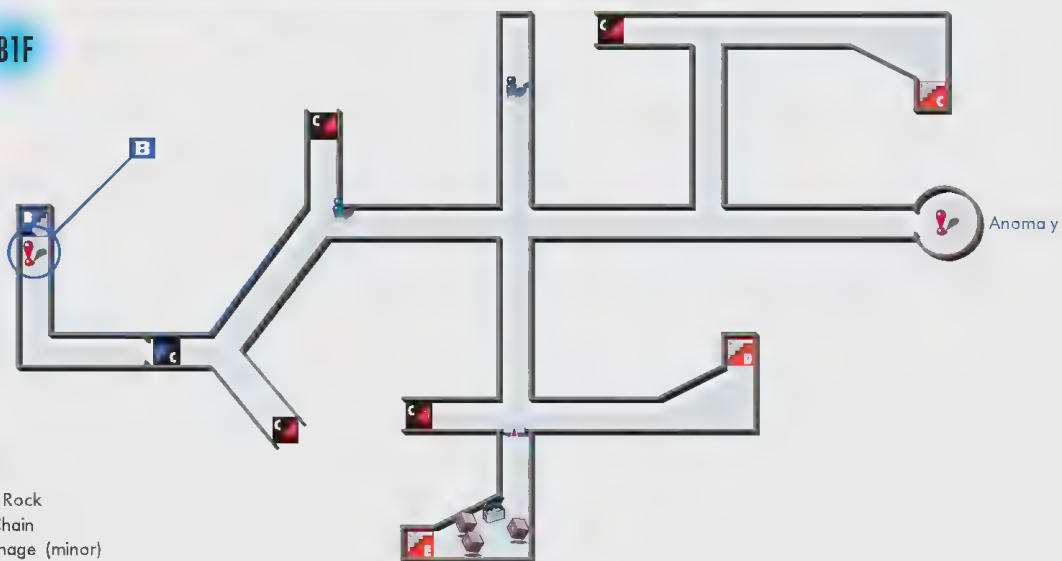
★There are several Warp Points in the tunnel. They work throughout the entirety of the Amala Network 1. All warps lead to the entrance of the floor.

B2F

★At point A, the stairs disappear. After talking to Hijiri at the Anomaly on the same floor, they reappear. ★The Heal Spot is free.

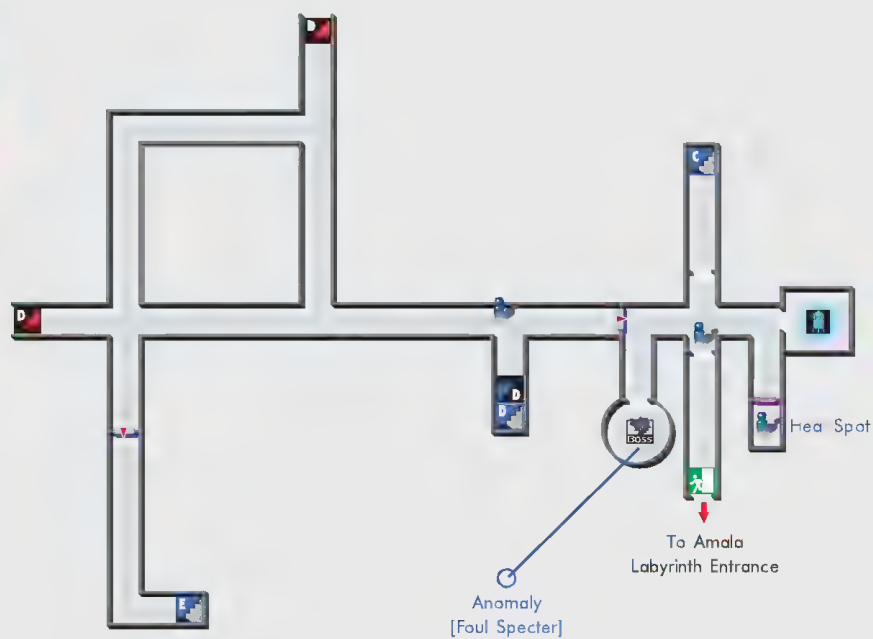
SHIN MEGAMI TENSEI
REVENGE

B1F



Mazan Rock
Bead Chain
HP Damage (minor)
Chakra Drop

1F



B1F

★At point **B**, the stairs disappear. ★You cannot get into the treasure area without making the stairs reappear and entering from above.

1F

★The door to the exit disappears like the other stairs. After the Anomaly event you can leave. ★Boss Battle [Anomaly]:Foul Specter (see p194). Depending on how you answer the Specter, you can temporarily avoid battle. After the battle, you can leave the Amala Network. ★Leave by the entrance and you will teleport to the Labyrinth of Amala (see p117).

LABYRINTH OF AMALA

Entrance



Labyrinth of Amala Entrance

★You teleport here from the Amala Network 1. You can see the door to the Terminal but cannot leave the room. ★Examine the center Peephole and you can see the Old Man in the wheelchair. After the event, you will teleport to the Ginza Terminal.

GINZA

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Apsaras	8	Elec Drain / Weak to Fire	Mind
Fairy	Jack Frost	7	Ice Drain / Weak to Fire	Ice
Fairy	Pixie	2	Strong to Elec	Elec
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force
Brute	Shikigami	4	Void Elec / Weak to Fire	Elec
Femme	Datsue-Ba	7	Void Nerve & Mind / Weak to Elec	Phys / Nerve / Mind
Night	Lilim	8	Void Elec / Weak to Ice	Elec / Mind
Haunt	Chatterskull	20	Fire Drain, Death Void / Weak to Expel & Curse	Phys / Nerve / Explode
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse
Haunt	Choronzon	11	Fire Drain / Death Void / Strong to Phys / Weak to Force & Expel	Phys / Death
Haunt	Preta	4	Void Death / Weak to All Magic	Phys

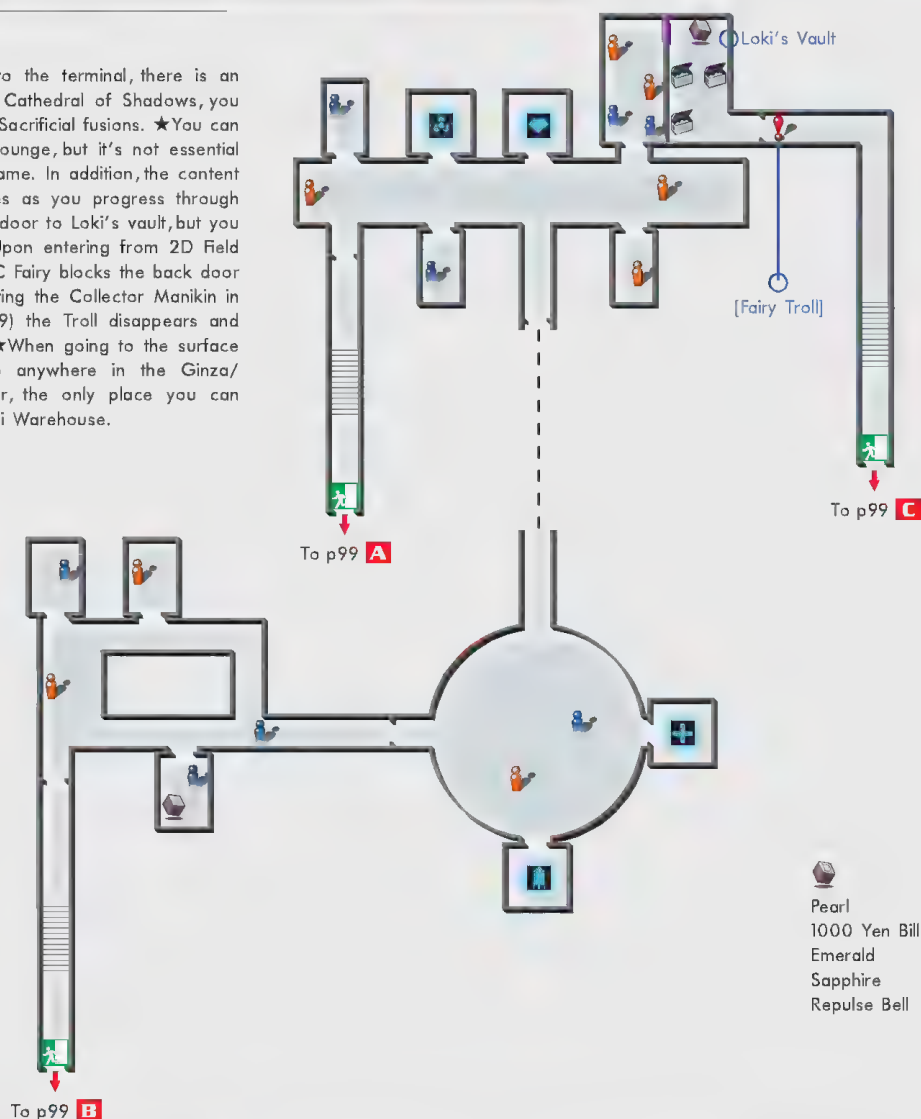
DEMONS APPEARING <After Mantra attacks the Assembly of Nihilo>

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Apsaras	8	Elec Drain / Weak to Fire	Mind
Fairy	Pyro Jack	19	Fire Drain / Weak to Ice	Fire
Fairy	Jack Frost	7	Ice Drain / Weak to Fire	Ice
Fairy	Pixie	2	Strong to Elec	Elec
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force
Brute	Oni	25	Strong to Phys / Nerve Weak	Phys
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Brute	Shikigami	4	Elec Repel / Fire Weak	Elec
Femme	Taraka	20	Void Nerve / Ice Weak	Phys / Nerve
Femme	Datsue-Ba	7	Void Nerve & Mind / Elec Weak	Phys / Nerve / Mind
Night	Lilim	8	Elec Void / Ice Weak	Elec / Mind
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Elec Weak	Phys / Nerve / Mind
Haunt	Chatterskull	20	Fire Drain / Void Death / Weak to Expel & Curse	Phys / Nerve / Explode
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Haunt	Preta	4	Void Death / All Magic Weak	Phys

B1F

★After being teleported to the terminal, there is an event with Hijiiri. ★At the Cathedral of Shadows, you gain the ability to perform Sacrificial fusions. ★You can get information at Nyx's lounge, but it's not essential to progress through the game. In addition, the content of the information changes as you progress through the game. There is also a door to Loki's vault, but you cannot get through it. ★Upon entering from 2D Field entrance **C** (p99), an NPC Fairy blocks the back door to Loki's vault. After meeting the Collector Manikin in the Ginza Underpass (p119) the Troll disappears and you can enter the vault. ★When going to the surface from Ginza, you can go anywhere in the Ginza/Yurakucho Area. However, the only place you can enter at this point is Harumi Warehouse.

B1F



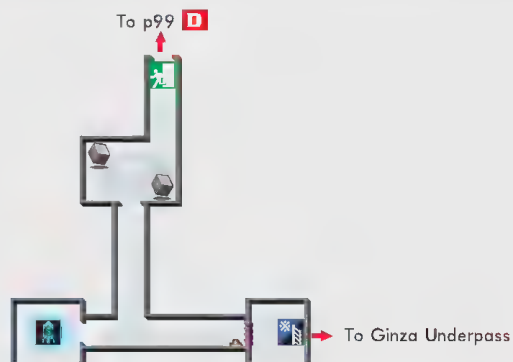
HARUMI WAREHOUSE

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Haunt	Chatterskull	20	Fire Drain / Void Death / Weak to Expel & Curse	Phys / Nerve / Explode
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse
Haunt	Charonzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Haunt	Preta	4	Void Death / Weak to All Magic	Phys

B1F-a

Makajam Rock
Muscle Drink



1F

★If you examine the switch, you can open the shutter and proceed to the Great Underpass of Ginza. ★The S-Terminal teleports to Ginza.

SHAN MEGAMARTS
SALE
 10/15-11/15
 10:00-11:00 AM
 10/15-11/15

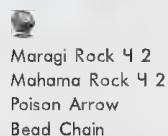
Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Isora	14	Strong to Ice / Weak to Fire	Phys / Ice / Curse
Snake	Nozuchi	14	Force Drain / Weak to Elec	Phys / Curse / Explode
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind
Haunt	Chatterskull	20	Fire Drain / Death Void / Weak to Expel & Curse	Phys / Nerve / Explode
Foul	Blob	16	Void Death / Strong to Phys / Weak to Ice & Expel	Phys / Force / Curse
Foul	Slime	6	Void Death / Strong to Phys / Weak to Fire & Expel	Mind / Explode



★The Manikin will see the protagonist here and get surprised. Similar events happen 4 times,until you arrive at B2F.



★When you take the ladder down and go to the **A** room, the Collector Manikin asks you to look for a 'bill.' If you return to Ginza and go to Loki's vault (p118), the guard Troll will be gone and you can get the 1000 Yen Bill. Immediately upon leaving the vault you will fight the troll (see p195). Bring the 1000 Yen Bill to the Collector Manikin, and he will give you the Letter. Give the letter to the Manikin guarding the gate to Ikebukuro, and he will let you pass. ★Fiend fight [in front of the terminal]: Fiend Red Rider (see p225). This Fiend will appear after you have defeated Fiend White Rider in Asakusa (p134). After defeating him, you will get the Candelabrum of Insight.



Name	Price
Medicine	1000₹
Chakra Drop	6000₹
Revival Bead	6000₹
Sacred Water	2000₹
Dis-Poison	1500₹
Float Ball	4000₹
Divining Water	3000₹
Ankh	20000₹
Hifumi	40000₹
Kamudo	60000₹

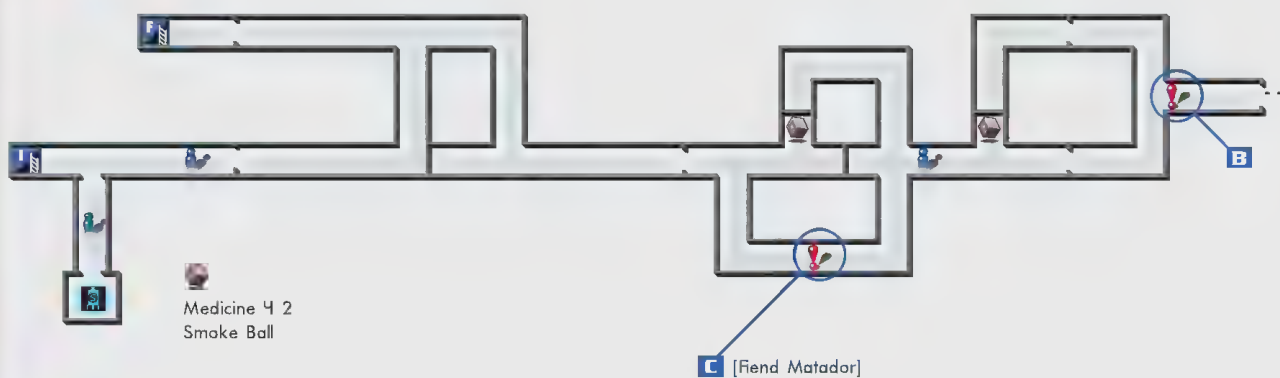
B1F-a



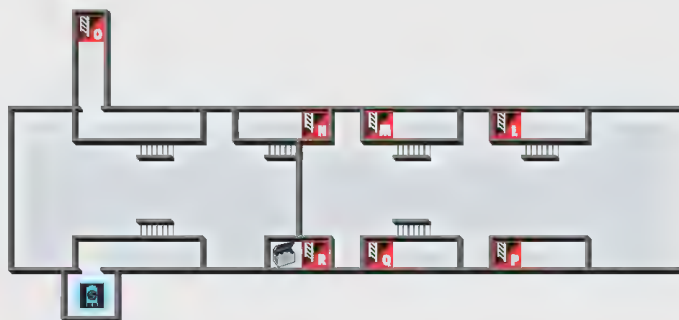
B1F-b

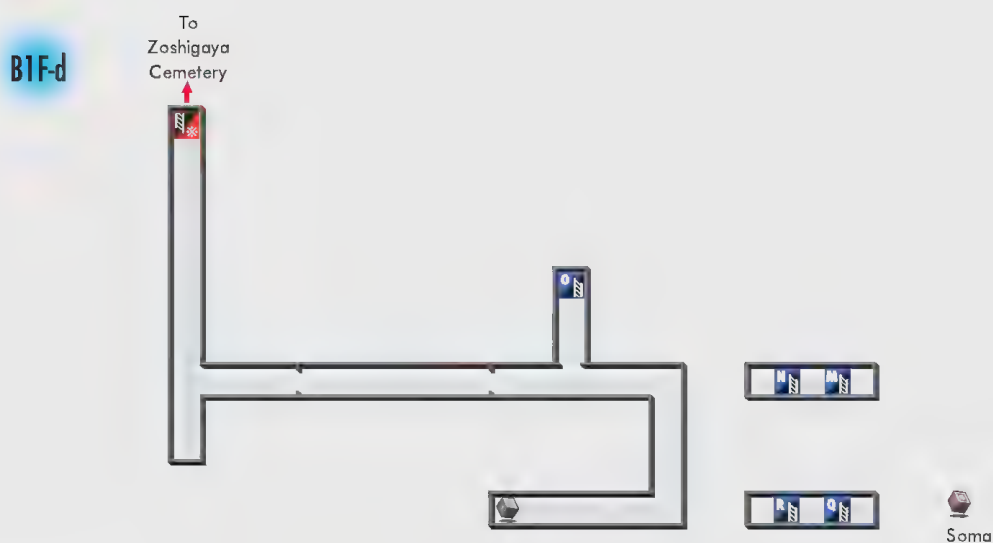
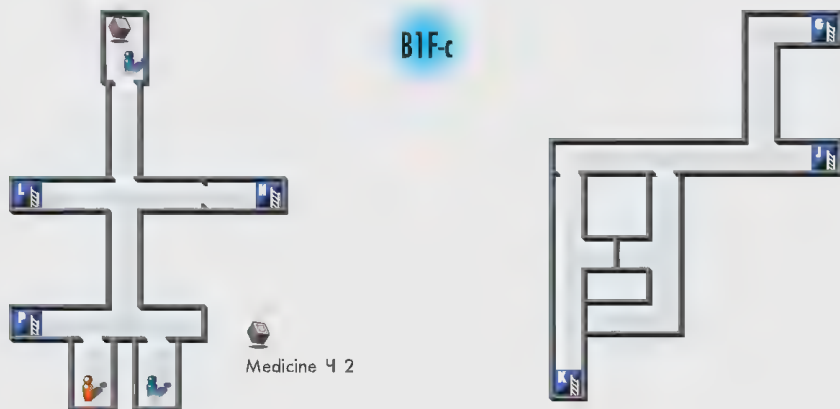
★At **B**, a Manikin guard will not let you by. You need the Letter to pass.
 ★Fiend Fight [at **C**]: Fiend Matador (see p222). Win the fight and you will get the Candelabrum of Foundation. In addition, you will be able to go to the Labyrinth of Amala from the Terminals.

B1F-b

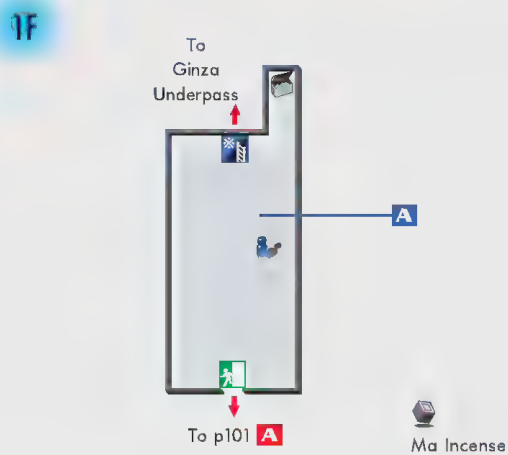


B2F-b





ZOSHIGAYA CEMETERY



1F

★As you cannot change your viewpoint on this map, you cannot see the Mystical Chest. ★After seeing the event on the 4th Kalpa (p188) and examining point **A**, you will get the Afterlife Bell. ★Leave the Field and head straight north and you will reach Ikebukuro. There are no other places you can go.

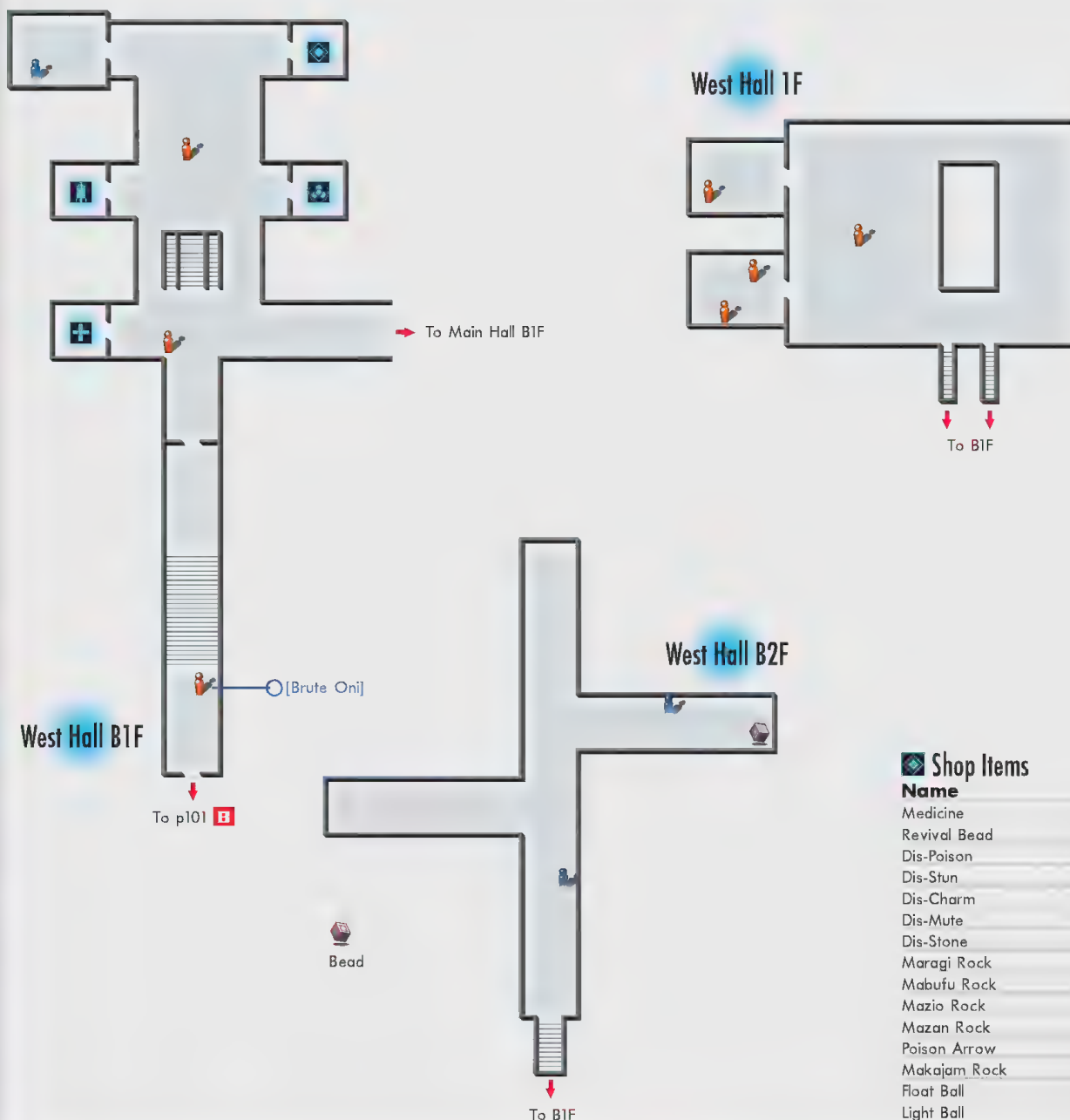
IKEBUKURO

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Weak to Elec	Phys / Nerve / Mind
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse
Corpus	Manikin	13	Void Expel & Death	Nerve / Mind

DEMONS APPEARING <Ikebukuro after Chiaki's transformation>

Race	Name	Level	Defense Type	Attack Skill Type
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Brute	Oni	25	Strong to Phys / Weak to Nerve	Phys
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Femme	Taraka	20	Void Nerve / Weak to Ice	Phys / Nerve
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Weak to Elec	Phys / Nerve / Mind
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse



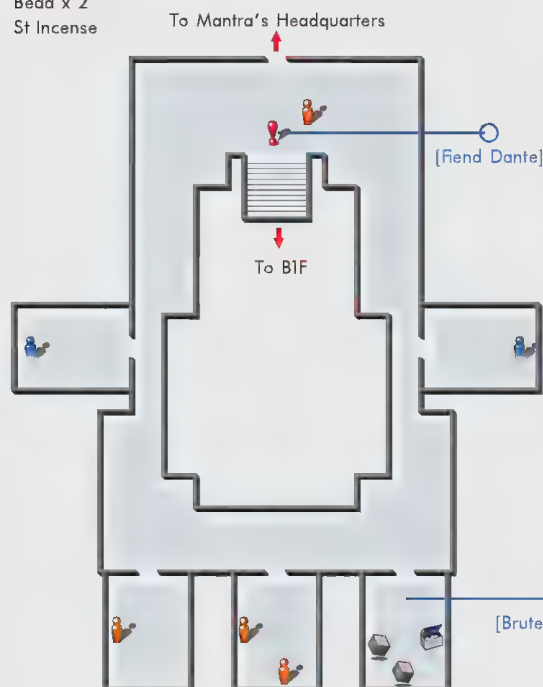
Shop Items

Name	Price
Medicine	100¥
Revival Bead	600¥
Dis-Poison	150¥
Dis-Stun	150¥
Dis-Charm	100¥
Dis-Mute	150¥
Dis-Stone	100¥
Maragi Rock	250¥
Mabufu Rock	250¥
Mazio Rock	250¥
Mazan Rock	250¥
Poison Arrow	300¥
Makajam Rock	200¥
Float Ball	400¥
Light Ball	600¥

Main Hall 1F



HP Damage (Great)
Bead x 2
St Incense



To B1F



Chakra Pot

East Hall 1F

East Hall B1F

To 1F
To West Hall B1F

Main Hall B1F



Repulse Bell

[Fiend Daisoujou]

West Hall B1F

★Fight [NPC demon near the surface entrance]: Brute Oni (see p195). ★If you talk to the Oni near the Terminal, he will ask you a Reason Question. If you don't answer, your Reason will not change, and you can talk to him again and change your answer.

Main Hall B1F-1F

★Upon first entering the Mantra's Headquarters, you will not be able to heal or save until after the Trial event (p125). ★Fight [Room in the southeast of 1F]: Brute Oni x 2. ★Fiend Fight [Front of the Mantra's HQ]: Dante (see p222). This event will take place after the Trial event has finished. At that time, the two Manikins in front of the Headquarters will say something different than usual.

East Hall B1F

★After meeting Gozu-Tennoh, there is a Fiend battle [By the northeast escalator]: Fiend Daisoujou (see p223). After the battle, you will get the Candelabrum of Eternity.

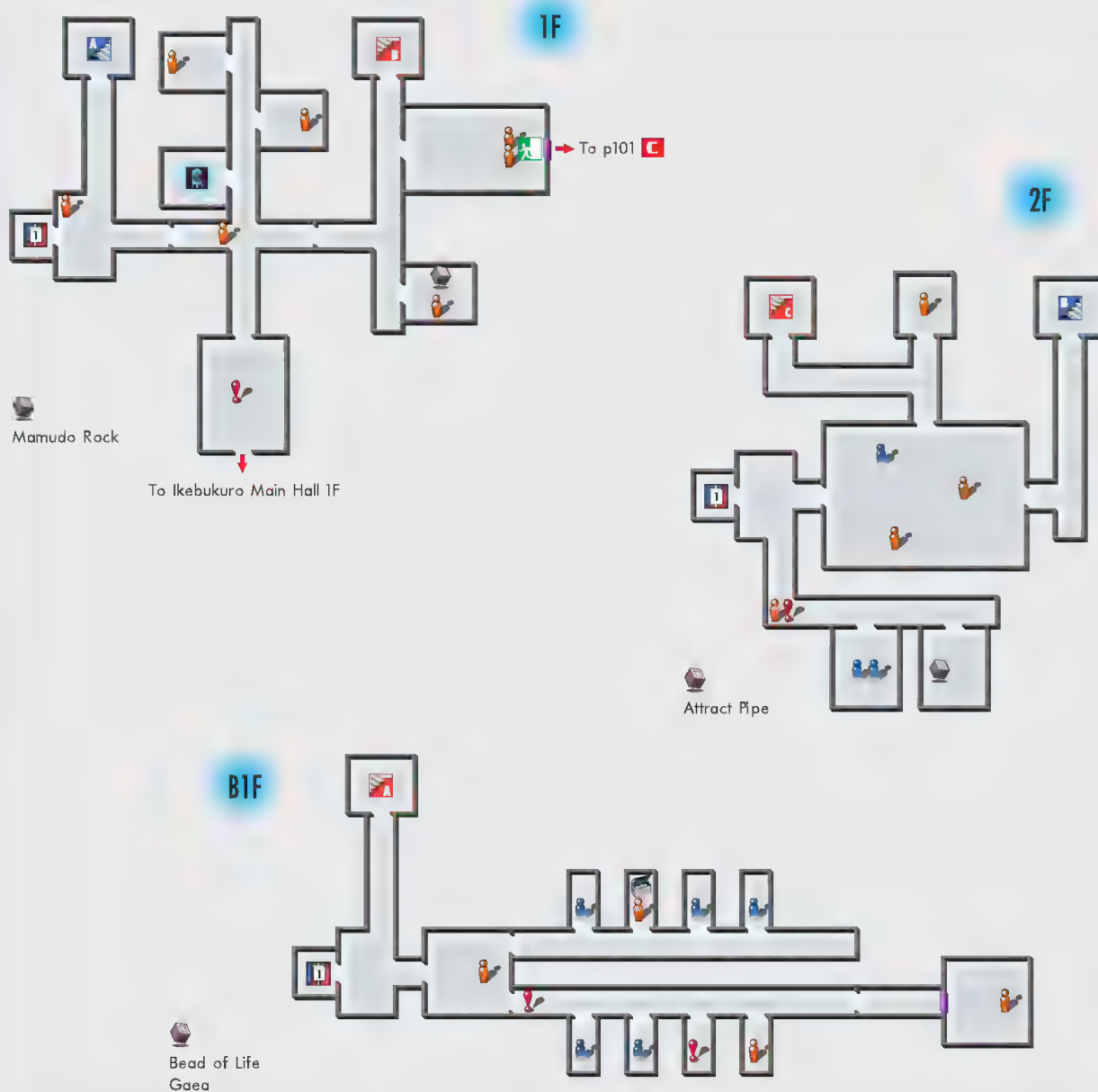
MANTRA'S HEADQUARTERS

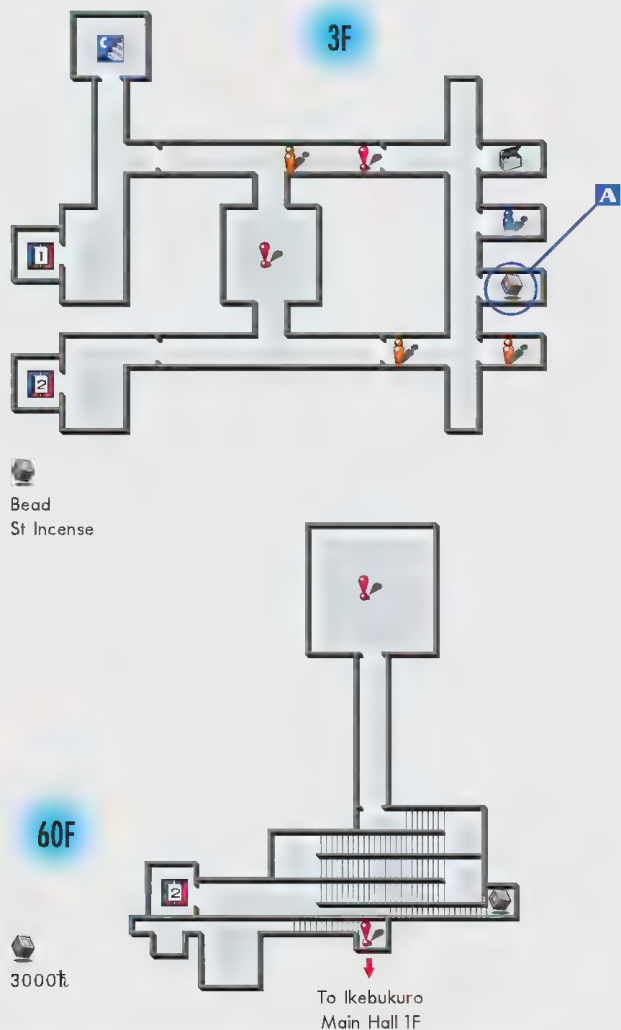
DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Fairy	Pyro Jack	19	Fire Drain / Weak to Ice	Fire
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Brute	Oni	25	Strong to Phys / Weak to Nerve	Phys
Femme	Taraka	20	Void Nerve / Weak to Ice	Phys / Nerve
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Weak to Elec	Phys / Nerve / Mind
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse

DEMONS APPEARING <Mantra's Headquarters after Chiaki's Transformation>

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Divine	Principality	28	Void Expel / Weak to Death & Mind	Phys / Expel
Divine	Archangel	18	Void Expel / Weak to Ice & Death	Phys / Expel
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel





3F (During Trial)

★After first entering, you will move to 3F, and cannot go to any other floors. Examine the walls of **A** and talk to the other prisoners and you can leave. ★If you pay 400 Macca to the guard demon (Oni) of the south gate, he will give you hints for the Trial fights (your opponents' skills and Defense Types). ★Proceed through the north gate, and the Trial Event takes place. Boss fights: Beast Orthrus (see p196), Femme Yaksini (see p196) Kishin Thor (see p197), in order. If you win all the fights, you'll move to Ikebukuro West Hall B1F.

1F

★The northeast exit is guarded by two Ikusas, and you cannot leave. To get by here, you must first complete the Assembly of Nihilo.

3F

★After completing Yoyogi Park (p150), and watching the event with Chiaki on 60F, an NPC demon (Divine Dominion) appears in the center arena. It will ask you a Reason question. If you answer in a manner that pleases it, it will give you 1000 Macca.

B1F

★If you examine the second cell from the south, there is an event with Isamu. ★The northern door will open when your St stat (without adding in Magatama bonuses) is 24 or above. Once you get in you can get the Gaea Magatama. ★You cannot get the Cache Cubes you see in the cells until after completing the Assembly of Nihilo.

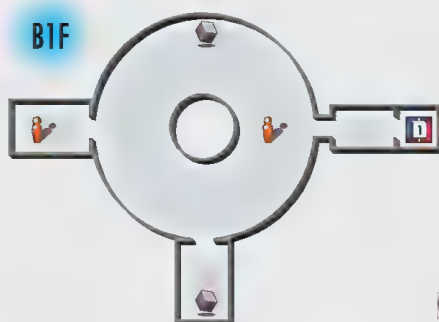
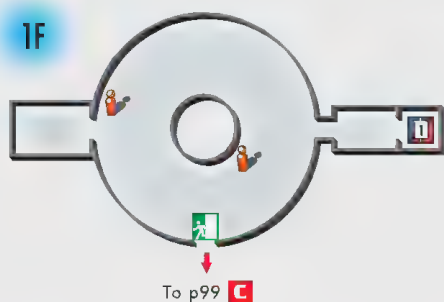
60F

★At the top room, you will have an audience with Gozu-Tennoh. Your demon stock will increase by two. Gozu-Tennoh will ask a Reason Question. After this event, the Mantra forces will attack Nihilo, and the NPC demons in Ginza, Ikebukuro, and Mantra will change positions.

ASSEMBLY OF NIHILO MAIN ENTRANCE

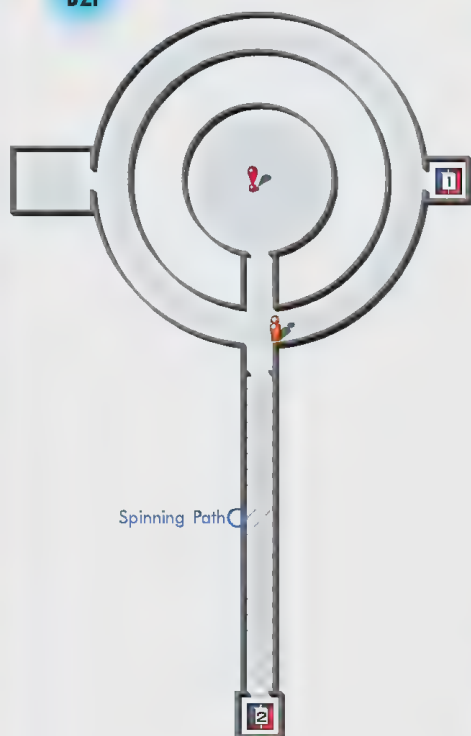
DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Kappa	19	Void Force / Weak to Curse	Force / Nerve / Explode
Fallen	Eligor	29	Void Death / Strong to Phys / Weak to Elec	Phys / Death
Fallen	Forneus	20	Ice Drain / Void Death / Weak to Elec	Phys / Ice / Nerve
Night	Succubus	37	Void Mind / Weak to Expel	Mind
Night	Incubus	25	Void Curse & Mind / Weak to Force	Almighty / Death / Mind
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind



Empty Cube
Empty Cube

B2F

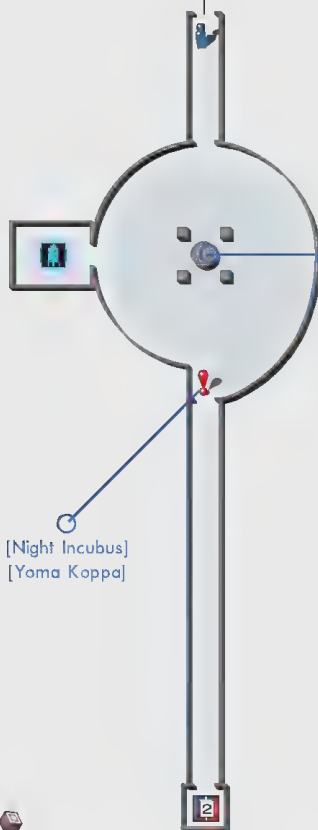


B10F

White Treasure Room
[Fallen Eligor]



Magatsuchi
Warehouse



[Night Incubus]
[Yoma Koppa]

Tetraja Rock x 2
White Kila

B2F

★The central round room (the False Core) has an event with Hijiiri. Afterwards you can continue on from B10F. The question he asks affects your Reason.

B10F

★Fight [Entering the Center Hall]: Night Incubus, Yoma Koppa (see p197). After the fight, you get the Yellow Kila. ★When you put the 4 Kilas in the stands in the central hall, you can proceed to B14F. The colors of the stands reflect the Kilas you need to put there. ★The puzzles in the Magatsuchi Warehouse require you to hit all the switches and turn them to blue before you can proceed. On this floor, hitting the switches in the order shown by the icons will get you past. ★Fight [White Treasure Room] Fallen Eligor (see p198). After the fight, you get the White Kila.

Assembly of Nihilo



(Magatsuchi Warehouse Puzzle)

Red Treasure Room Area

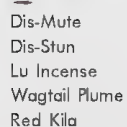
B11F

Red Treasure Room

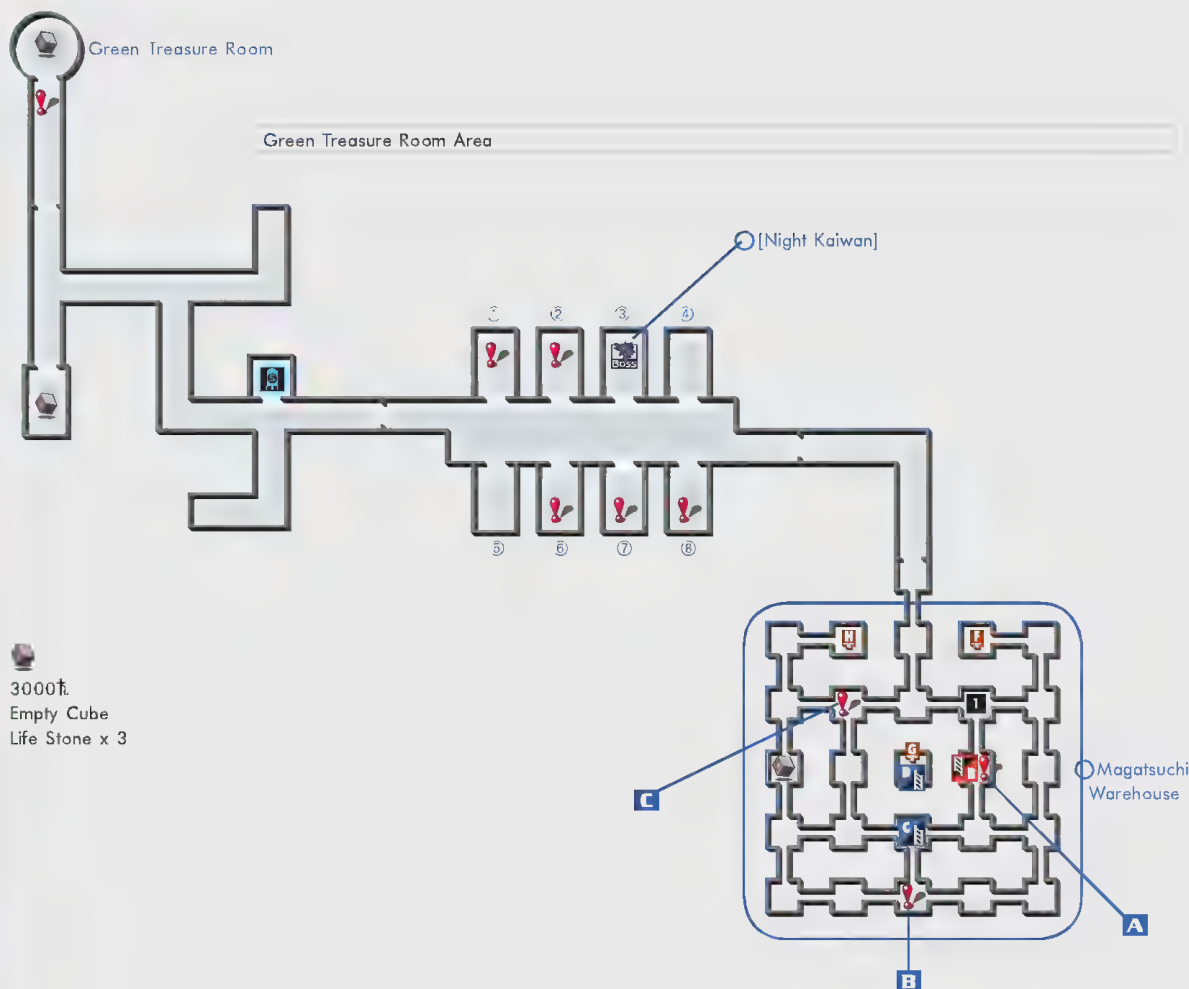
[Fallen Berith]

C

Magatsuchi Warehouse



B12F



B12F-B13F (Magatsuchi Warehouse Puzzle)

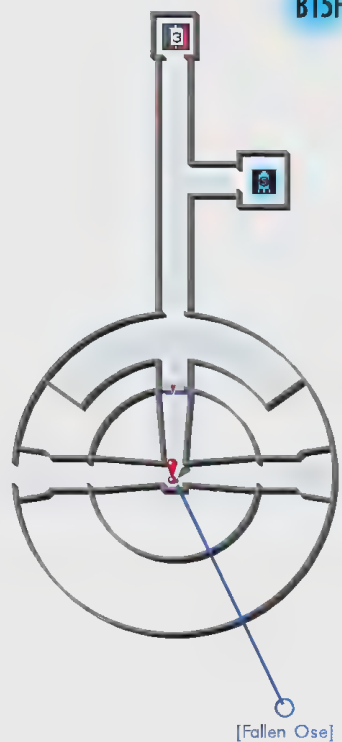
★At the start of the puzzle, all the switches are blue and you can proceed to the Treasure Room. However, at points **A**, **B** and **C**, Night Kaiwan appears and activates switches F, G and H, changing them to red. Kaiwan only activates each switch once, so by deliberately going to points **A**, **C** to start with, you can then turn all the switches back to blue without Kaiwan getting in your way. To change switch G, you have to go via B13F by way of ladder C.

B12F (Green Treasure Room Area)

★When examining the Cache Cube in the Green Treasure room, you will see it is already empty, and Night Kaiwan will run away. Kaiwan awaits you in the hall by the Terminal with 8 adjoining rooms. Two of the rooms are empty, and the rest have battles. ★Battle [Room 1] Fairy Kelpie (see p199) ★Battle [Rooms 2, 6, 7]: Night Kaiwan <False> (see p199) ★Fight [Room 8]: Fairy Kelpie x 2 (see p199) ★Fight [Room 3]: Night Kaiwan <True> (see p200). After the fight, you get the Green Kila.

B13F





! B15F

★In the true core in the central area, there is an event with Hikawa. Afterwards a boss battle begins. ★Boss Battle [True Core]: Fallen Ose (see p200). Win the battle and get the Anathema Magatama.

! After clearing the Assembly of Nihilo

★After the fight with Ose, you will be teleported out of Nihilo. After that you can no longer enter. ★Returning to the Mantra's Headquarters in Ikebukuro, there is an event with Chiaki. The question here affects your Reason. ★In the south-side prison in B1F, there is an event where you meet Isamu again. ★In Gozu-Tennoh's chamber on 60F, there is an event where the Mantra's Headquarters falls. After this, the NPC demons leave the Mantra's Headquarters. ★After seeing all the above events, you can leave the Mantra's Headquarters by the northeast gate on 1F, and travel via the Field to Kabukicho. However, at this point you cannot enter Kabukicho Prison via the highway.

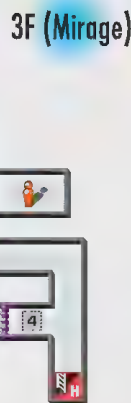
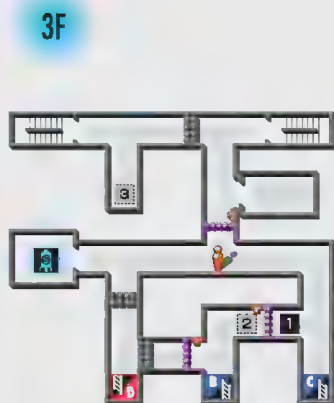
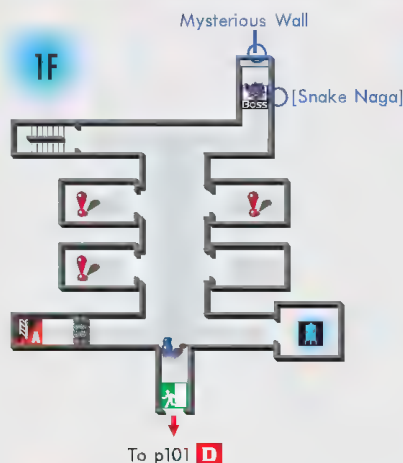


B15F

KABUKICHO PRISON

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Snake	Mizuchi	34	Elec Drain / Void Ice & Death / Weak to Fire	Phys / Ice
Snake	Naga	28	Elec Drain / Weak to Fire	Phys / Elec
Femme	Yaksini	43	Force Void / Weak to Elec	Phys / Nerve / Mind
Wilder	Raiju	25	Elec Drain / Void Death / Weak to Force	Phys / Elec
Haunt	Pisaca	28	Void Death & Curse & Mind / Weak to Fire	Phys / Almighty / Curse / Nerve / Mind
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse
Haunt	Preta	4	Void Death / Weak to All Magic	Phys



1F

★Fight [Northeast corridor]: Snake Naga (see p201). After the battle, you get the Umugi Stone. ★Once you have the Umugi Stone and examine the mysterious wall, you can travel to the Mirage.

How to clear the area

★In the Mirage, left and right are the same, but the floor and ceiling are switched. There are devices (Mysterious Walls) to switch to the real world on 1F, 2F, and 4F. Just think of them as warp points between the two maps. The quickest clear route is as follows: Go to the Mirage via the wall on 1F. Take the stairs to 2F. Take Stairs H or Pit 4 to 3F. Take Stairs I to 4F. Talk to the digging Manikin. Use the wall on 4F to return to the real world. Take Pit 2 to 3F. Open the two shutters via the wall switches. Take Stairs B to 2F. Open the Shutter with the switch on the wall. Travel to the Mirage via the machine on 2F. Take stairs H to 3F. Take stairs G to 2F. Get the Spoon from the Collector Manikin. Take Pit 4 to 3F. Take stairs I to 4F. Give the Spoon to the digging Manikin. Use the wall on 4F to go to the real world. Take Pit 3 to 3F. Take the northwest stairs to 4F. Open the Shutter with the switch on the wall. Travel to the Mirage via the wall on 4F. Take Stairs J to 5F. In the far room, defeat Snake Mizuchi.

2F (Mirage)

★After seeing the event with the Digging Manikin, you can get the Spoon from the Collector Manikin in an event.

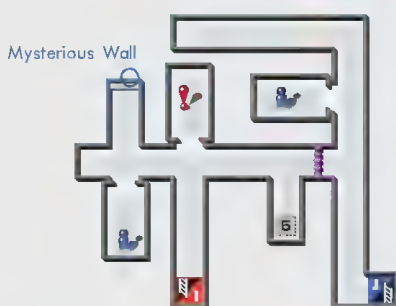
3F

★Battle [Near Stairs B, after completing the Prison]: Femme Datsue-Ba x 3.

4F



4F (Mirage)



4F (Mirage)

★There is an event with the Digging Manikin. Give him the Spoon and he will open a pit to 3F.

5F (Mirage)

★Battle [North Room]: Snake Mizuchi (see p201).

5F

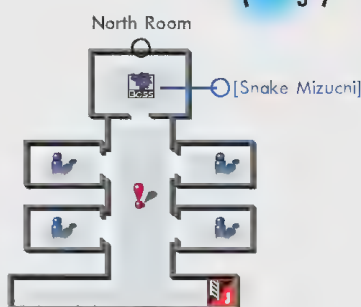
★After defeating the boss, you will meet Futomimi in the far room. Until you see this event, the Manikin will block the Terminal and Stairs E, preventing you from going anywhere else. ★In the room across from where you meet Futomimi, you will meet Isamu, who will offer you a choice that affects your Reason. ★If you leave the room where you fought the boss, Futomimi and the Manikin will greet and thank you. The Manikins that blocked the area disappear and the junk that blocked the various paths in the Prison will disappear.

5F



Jade
Sapphire
Pearl
Vi Incense

5F (Mirage)



IKEBUKURO TUNNEL

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Fairy	Kelpie	26	Strong to Ice / Weak to Force	Phys / Nerve / Mind
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Femme	Shikome	32	Void Curse & Nerve / Strong to Mind / Weak to Fire	Phys / Death / Nerve
Wilder	Mothman	43	Void Fire & Death / Weak to Elec	Death / Mind
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Foul	Black Ooze	28	Void Death / Strong to Phys / Weak to Elec & Expel	Almighty / Curse / Mind
Foul	Blob	16	Void Death / Strong to Phys / Weak to Ice & Expel	Phys / Force / Curse
Foul	Slime	6	Void Death / Strong to Phys / Weak to Fire & Expel	Mind / Explode

B1



B1F (East Ikebukuro Station)

★From here, you can exit to the Field from the main entrance of the Mantra's Headquarters. However, you cannot do this until after clearing Kabukicho Prison and talking to Hijiri at the Terminal in Ginza.

B2F-a

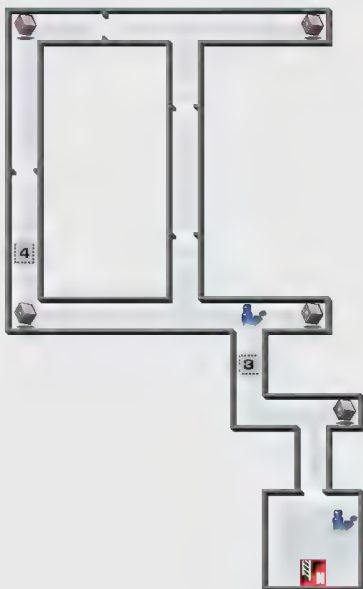


B3F



B4F





B5F

Life Stone x 3
Medicine
Soma Droplets
Smoke Ball: Fight [Fairy Troll x 3]
Light Ball

B2F (East Ikebukuro Station)

★The dark areas on the map are all Dark Zones, where you can barely see, and the surroundings will not show on your Automap. You'll need to use a Light Ball or the Lightoma Skill.

B4F

★Battle: Brute Kin-Ki (see p202).
★Battle: Brute Sui-Ki (see p202).
You don't have to fight either on your first entry to the room.

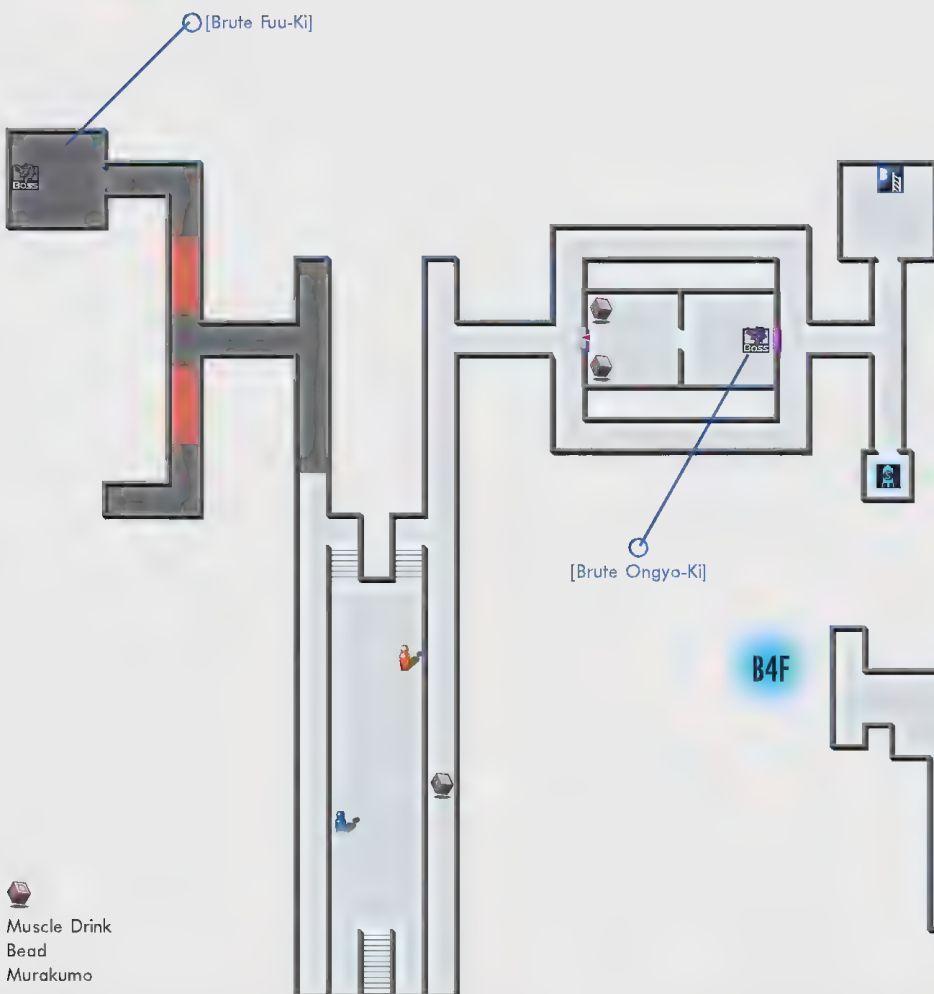
B5F

★If you talk to the Soul near Ladder H and agree to its request, you get a Light Ball.

B2F (Kuramae Station)

★Battle [Northwest room]: Brute Fuu-Ki (see p203) ★Battle [Northeast room]: Brute Ongyo-Ki (see p203). You cannot enter Ongyo-Ki's room until you have defeated Kin-Ki, Sui-Ki, and Fuu-Ki. After defeating Ongyo-Ki, you can proceed to the room behind his chamber.

B2F-b



B4F

↑ To B2-b

↓ To 103 A

Muscle Drink
Bead
Murakumo

ASAKUSA

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kadama	3	Strong to Force / Weak to Fire	Force
Femme	Shikome	32	Void Curse & Nerve / Strong to Mind / Weak to Fire	Phys / Death / Nerve
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Haunt	Pisaca	28	Void Death & Curse & Mind / Weak to Fire	Phys / Almighty / Curse / Nerve / Mind
Foul	Black Ooze	28	Void Death / Strong to Phys / Weak to Elec & Expel	Almighty / Curse / Mind

DEMONS APPEARING <After completing the Amala Temple>

Race	Name	Level	Defense Type	Attack Skill Type
Fairy	Titania	57	Expel & Death Repel / Strong to All Magic	Ice / Mind
Fairy	Setanta	43	Force Repel / Weak to Curse & Nerve	Phys / Nerve
Fairy	Troll	38	Ice Drain / Weak to Mind	Phys / Ice
Fairy	Kelpie	26	Ice Strong / Weak to Force	Phys / Nerve / Mind
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Divine	Principality	28	Void Expel / Weak to Death & Mind	Phys / Expel
Divine	Archangel	18	Void Expel / Weak to Ice & Death	Phys / Expel
Snake	Raja Naga	37	Elec Drain / Strong to Phys / Weak to Fire	Phys / Elec
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Brute	Shiki-Ouji	54	Expel & Death Repel / Void Phys / Weak to Fire	Phys / Expel / Death / Nerve
Brute	Ikusa	44	Void Nerve / Weak to Force	Phys / Death
Brute	Oni	25	Strong to Phys / Weak to Nerve	Phys
Brute	Mamunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Femme	Shikome	32	Void Curse & Nerve / Strong to Mind / Weak to Fire	Phys / Death / Nerve
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve

! Nakamise-Douri

★ Fiend Battle [In front of Terminal]: Fiend White Rider (see p224). He will only appear if you saw the event in the Amala Labyrinth with the four horsemen. Even if you escape him here, he may chase you to the Shibuya, Ginza, or Ikebukuro Terminals. Defeat him to get the Candelabrum of Compassion. ★ At the terminal you will meet Hijiri again. After returning from seeing the events with Sakahagi in Asakusa 1 and Futomimi in Mifunashiro (see next page), you'll be able to use the second entrance to the Assembly of Nihilo. ★ The staircase below is connected by Under-Construction Asakusa 2, but at the moment it is blocked.

! Under-Construction Asakusa 1 • B1F

★ You can go here from Nakamise-Douri, but at first the area is under construction and you cannot proceed. After clearing Amala Network 2, (p146) it opens up. From the Southwest Entrance **A**, you can get to Asakusa Tunnel (p148) and the Northern Temple. ★ Fiend Battle [At point **A**]: Fiend Pale Rider (see p228). He appears only if you have already defeated Fiend Black Rider.

! Asakusa 1

★ You can get here via **C** at Nakamise-Douri, or from **D** on the Field. ★ In the eastern room there is an event where you will meet Sakahagi.

! Asakusa 2

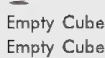
★ You can get here via **E** at Nakamise-Douri, or from **F** on the Field. Exit **G** is connected to an area on the Field with a Cache Cube, and exit **H** is connected to an area near exit **I** which leads to Asakusa 3 and then Mifunashiro. ★ If you talk to the Manikin kid in the southeast room, you can play the 20-Level Puzzle Game. Clear them all and you'll get the Geis Magatama. See p234 for the Puzzle solutions.

Shop A Items

Name	Price
Medicine	100¥
Revival Bead	600¥
Dis-Poison	150¥
Dis-Stun	150¥
Dis-Charm	100¥
Dis-Mute	150¥
Dis-Stone	100¥
Mahama Rock	300¥
Mamudo Rock	300¥
Float Ball	400¥
Light Ball	600¥
Nirvana	15000¥
Gehenna	30000¥

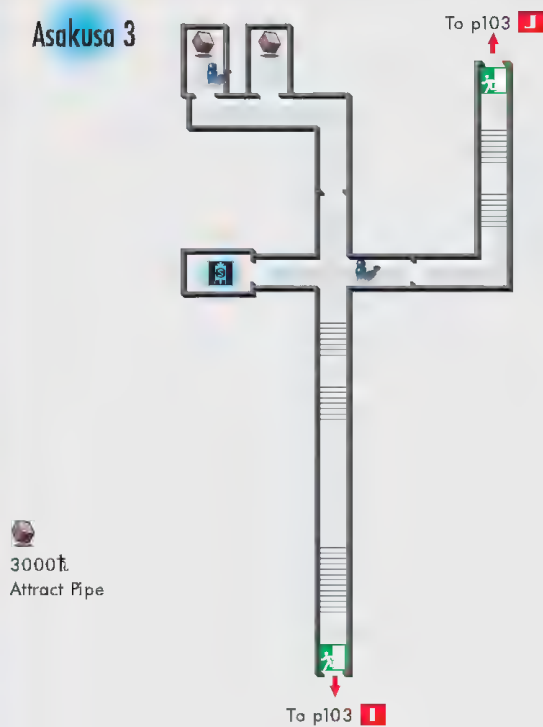
Shop B Items

Name	Price
Muscle Drink	400¥
Revival Bead	600¥
Sacred Water	200¥
Chakra Drop	600¥
Wagtail Plume	400¥
Kamurogi	45000¥
Vimana	75000¥
Sophia	120000¥

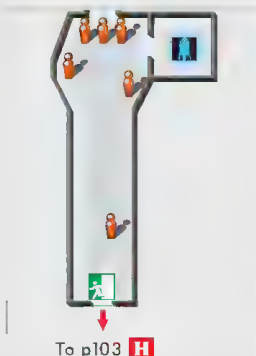


2000元
Revival Bead x 2

Asakusa 3



Mifunashiro



Mifunashiro Entrance

★ This area connects Asakusa 2 with Asakusa 3. In front of the entrance, there is an event where you will meet Futomimi again. At the moment, you cannot proceed further into the area.

Under-Construction Asakusa 2

★ When you first enter, the Manikin block the path and you cannot pass. After completing the Obelisk (p138) you can proceed. This area serves to connect to Under-Construction Asakusa 3.

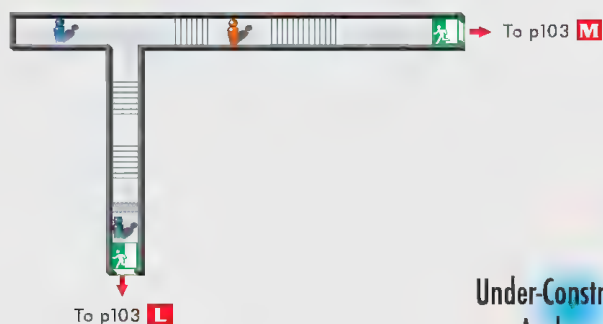
Under-Construction Asakusa 3

★ From the exit **M** of Under-Construction Asakusa 2, you can get to the field. You can go here after the Obelisk is cleared.

Under-Construction Asakusa 4

★ You can come here from exit **Q** of Under-Construction Asakusa 3. You can't pass until you've cleared the Obelisk.

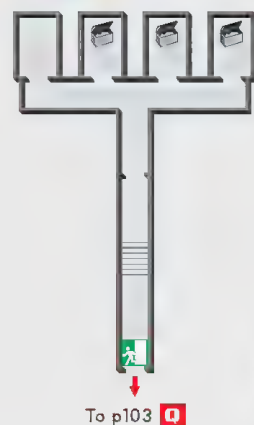
Under-Construction Asakusa 2



Under-Construction Asakusa 3



Under-Construction Asakusa 4

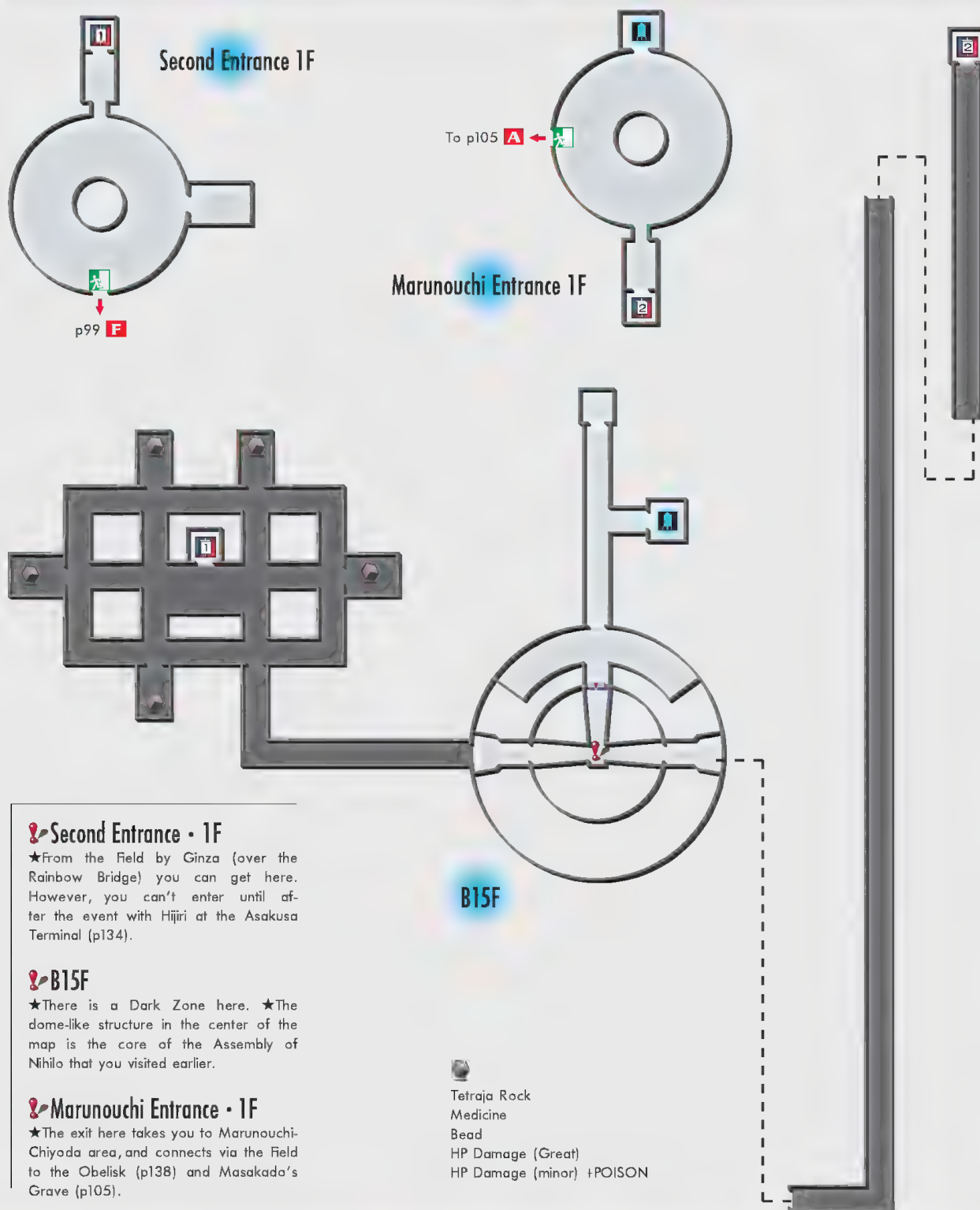


Diamond
Sapphire
Emerald

ASSEMBLY OF NIHILO, SECOND MARUNOUCHI ENTRANCE

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Koppa	19	Void Force / Weak to Curse	Force / Nerve / Explode
Fallen	Eligor	29	Void Death / Strong to Phys / Weak to Elec	Phys / Death
Fallen	Farneus	20	Ice Drain / Void Death / Weak to Elec	Phys / Ice / Nerve
Night	Succubus	37	Void Mind / Weak to Expel	Mind
Night	Incubus	25	Void Curse & Mind / Weak to Force	Almighty / Death / Mind
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind



OBELISK

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Onkot	37	Strong to Phys / Weak to Curse & Nerve	Phys
Yoma	Karasu	28	Force Repel / Weak to Curse	Fire
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Koppa	19	Void Force / Weak to Curse	Force / Nerve / Explode
Fallen	Berith	37	Fire Drain / Void Death / Strong to Phys / Weak to Ice	Phys / Fire
Fallen	Eligor	29	Void Death / Strong to Phys / Weak to Elec	Phys / Death
Vile	Pazuzu	45	Void Death / Weak to Ice	Phys / Force / Death / Nerve / Mind
Vile	Baphomet	33	Death Repel / Weak to Expel	Fire / Death
Vile	Arahabaki	30	Ice Repel / Void Phys & Expel & Death / Weak to All Else	Ice / Death
Night	Succubus	37	Void Mind / Weak to Expel	Mind
Night	Incubus	25	Void Curse & Mind / Weak to Force	Almighty / Death / Mind
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode

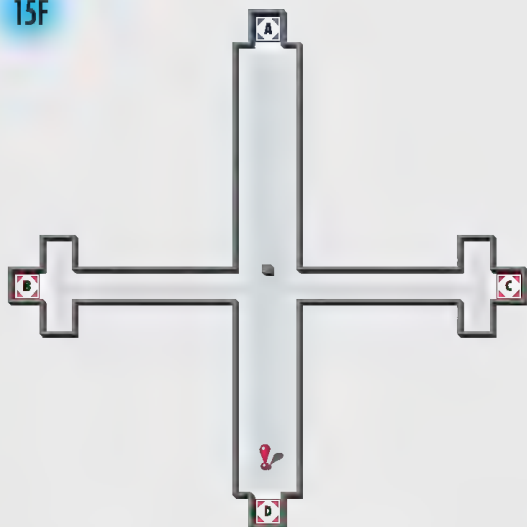
1F



15F

Near the lift up, there is an event where you meet the three women -- Clotho, Lachesis and Atropos -- who control the Obelisk. There is no fight, though.

15F



18F



24F



26F



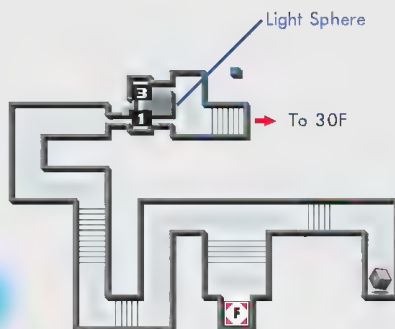
30F

★ There is a Kagutsuchi phase puzzle here. The 4 glowing diamonds on the wall, and the floor blocks with 1 and 3 glowing diamonds represent Kagutsuchi phases. Manipulate the Light Sphere near the blocks and Kagutsuchi phase will turn to NEW. At this point, as you step on the blocks, Kagutsuchi's phase will advance by the number of diamonds on the block you stepped on. By stepping on the blocks in the correct order and getting the correct phase (in this case, HALF), the wall block will descend so you can walk on it. However, if you're not right next to the wall at this point to cross it, it will ascend again on your next step when the phase advances again. If you fail to clear the puzzle by the next NEW phase, the floor will disappear and you will be dumped to the level below. In this case, you just need to step on the blocks from 3 to 1 descending.



30F

32F



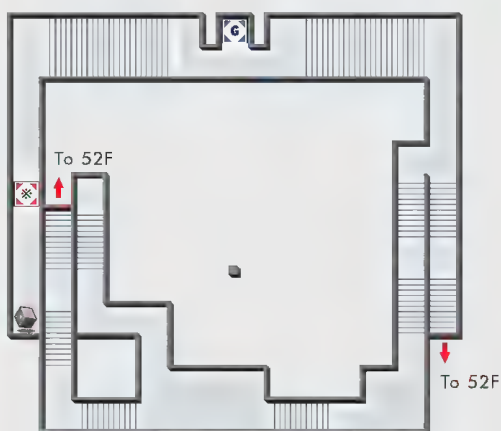
Chakra Drop x 2

40-42F



Sacred Water
Life Stone x 4
Dekaja Rock

SHIN MEGAMI TENSEI
REVELATIONS
MAGICAL

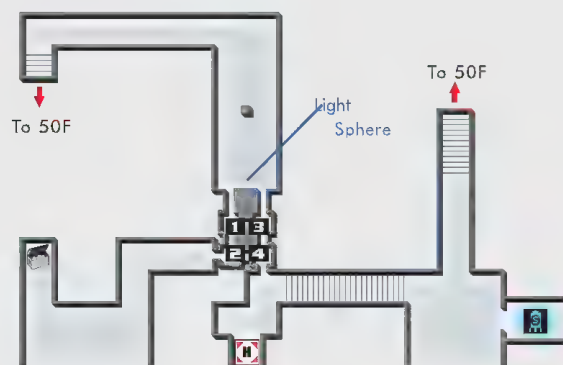


50F

Bead

52F

Great Chakra



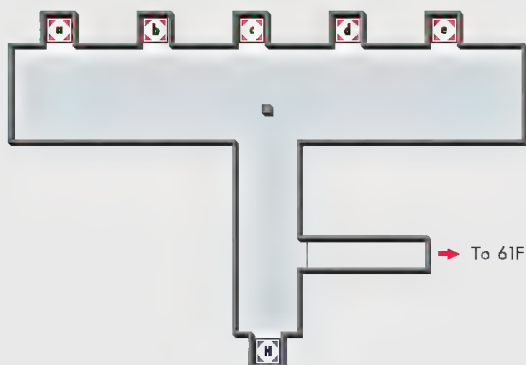
50F

★You can only get on the lift marked with the ☒ from the north side.

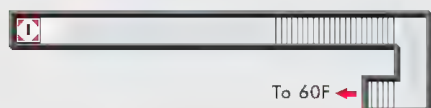
52F

★The second Kagutsuchi Phase puzzle. There are two wall blocks, but you cannot make them descend simultaneously. If you want to get the Mystical Chest on the HALF side, then take the blocks in the following order: 3, 4, 2, 1, 2. You'll pass once by FULL phase and get there on the second HALF phase. If you want to go to the Terminal or higher levels on the FULL side, the order to take is 1, 3, 4. However, if you don't want the Mystical Chest, you can get to the Terminal and lift without solving this puzzle.

60F



65F



61F



70F



Soma

60F-70F

★The ten lifts connecting 60F and 70F return to their initial positions when you get off them, so they are only one-way. If you don't want to waste time going the wrong way, you can use the R3 stick on 70F to change your viewpoint and see where each of the lifts goes.

SHIN MEGAMI TENSEI
REVENGE
MAGNET



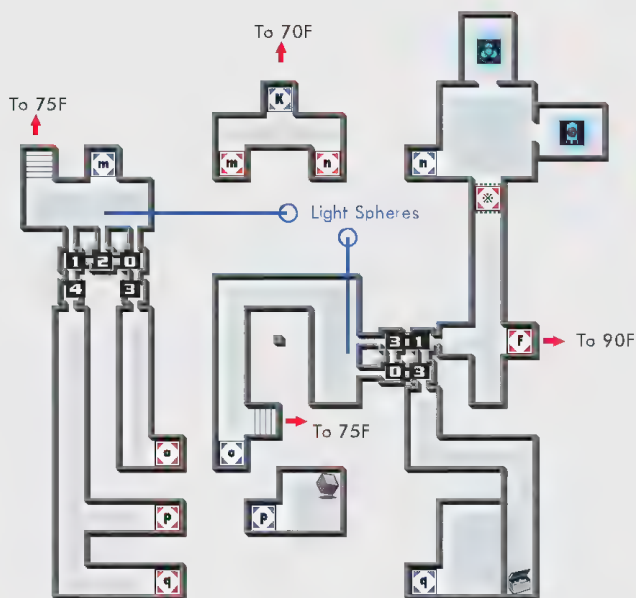
75F

77F

★There are two Kagutsuchi Phase puzzles here. The first one has two wall blocks. To get to the treasure beyond the HALF wall, step on the blocks in the following order: 2,1,4,1,4. To proceed further beyond the FULL wall, the order is 2,1,2,0,3. ★The second Kagutsuchi Phase Puzzle in the center of the floor has two paths as well. The HALF side has treasure beyond it. To get there, step on 3,0, and then the right 3,0,3,0,3. To get to the lift up via the FULL side, the order is 3,1,3,1. The lift marked with a ✱ can only be ridden from the south side to start with.

85F

★You come here from 99F. In addition there it connects to the vault in B2F. ★There is a two-pathed Kagutsuchi Phase puzzle. To get to the Mystical Chest beyond the FULL side, the order is 2,3,2,1. The lift to B2F is on the HALF side, and the order is 1,2,1,2,1,2,3.

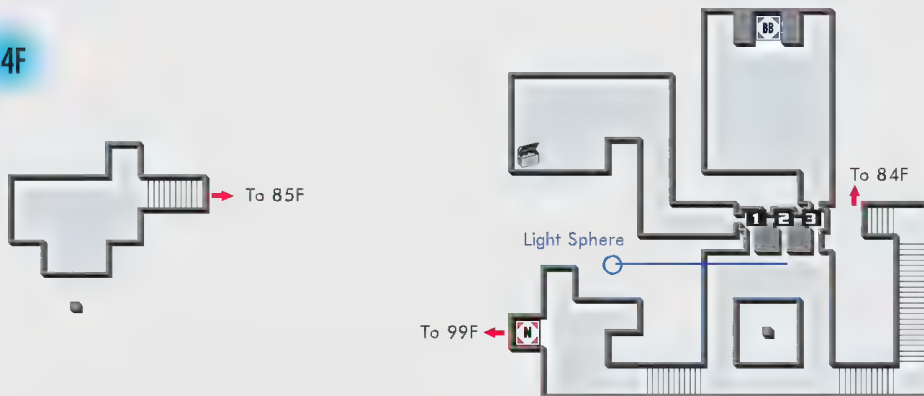


77F

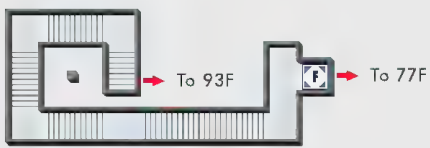
8000
Ma Incense

85F

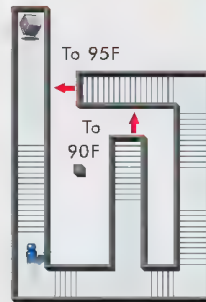
84F



Chakra Pot



90F



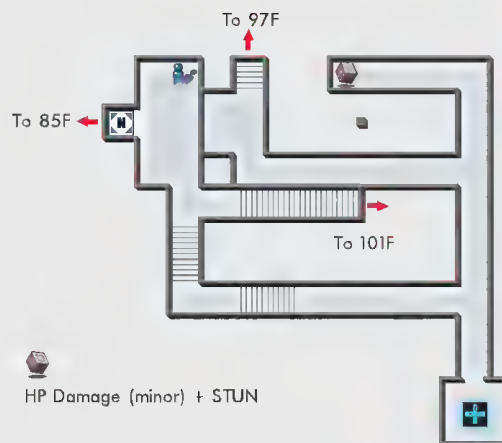
93F



95F

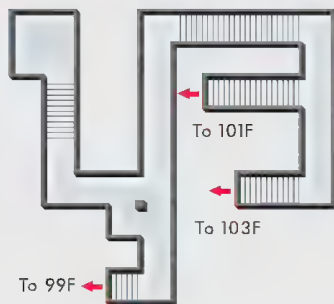


97F

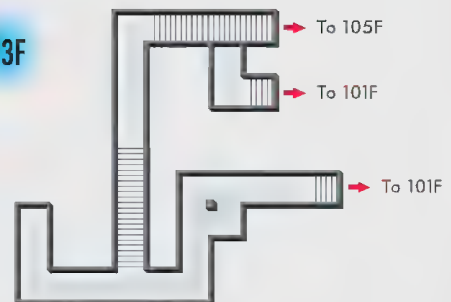


99F

101F



103F

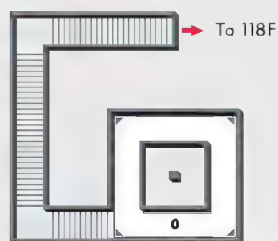


SHIN MEGAMI TENSI
REVELATION
Avalon

105F



114F



118F



128F

★The Kagutsuchi Phase puzzle contains three boss fights. At each of the wall blocks, there is a fight with one of the three Sisters you met on 15F. To clear the puzzle you must beat all three of the sisters without leaving the puzzle area. The order is: 1, 0, 3. Battle at the west end at HALF. After that, move on 0, 1, 0, 1, 2 and fight the battle in the center at FULL. Finally, go to 1 (right side), 2, 1 and fight at HALF on the east end. If you end up having to do the puzzle over again, you will have to fight all three sisters again as well. ★Battle [HALF, West side]: Femme Clotho (see p204). ★Battle [FULL]: Femme Lachesis (see p204). ★Battle [HALF, East side]: Femme Atropos (see p204).

132F

★There is an exit to the Obelisk, but at the moment you can only use it to look outdoors. After Kagutsuchi Tower (p164) appears, you can use it as a normal entrance.

140F

★Take the lift up to 142F and there will immediately be a battle. Be prepared in advance.

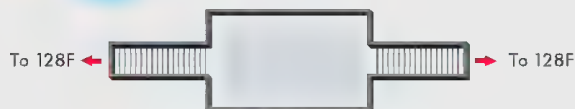
142F

★Boss Battle: Femme Clotho, Lachesis and Atropos (see p205). After the battle, if you take the lift to the top floor of the Obelisk, there is an event where you will meet Yuko again. Your demon stock will also increase by 2, to its maximum value (12).

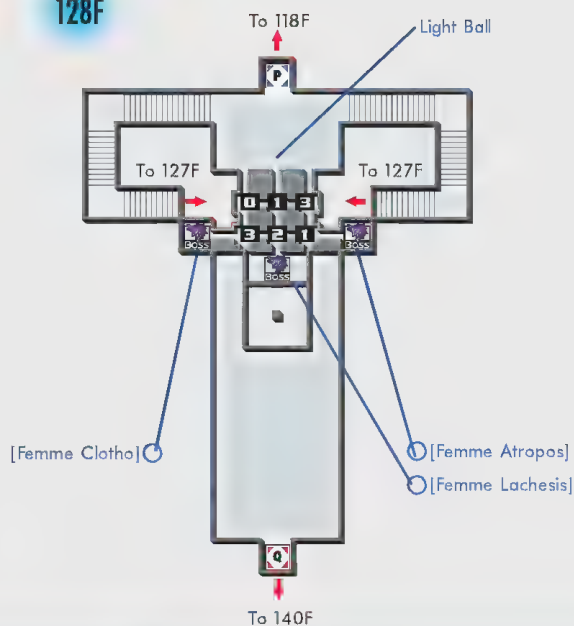
B2F

★You can get here from 85F. One of the Cache Cubes has the infinite-use Spyglass in it.

127F



128F



135F

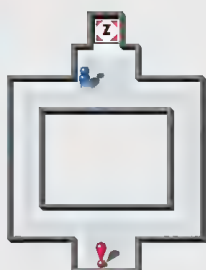
Balm of Rising
Bead Chain



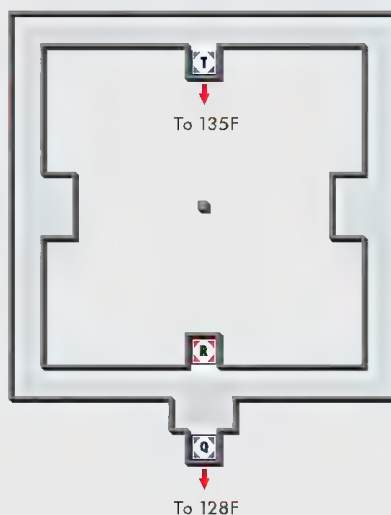
After clearing the Obelisk

★After clearing the Obelisk, several places in the Vortex World change, as described below. ★Barring one area, all the underground tunnels in Asakusa are repaired. After talking to Hijiri at the Terminal (there is a Reason question here), you can go to the Amala Network 2 (p146). ★Fiend Black Rider appears in the Shinjuku Medical Center and can be fought (p113). ★If you go to the Shibuya Center during a Full Kagutsuchi, two Manikins are summoning a demon, which you can fight. Boss Battle: Tyrant Mara (see p206). After the battle, you get the Magatama Muspell. ★After getting info in the Asakusa passages, you can meet Hikawa in front of Mantra's Headquarters, who will ask you a Reason question. After this event, you will not be able to enter Mantra's Headquarters for a while.

132F



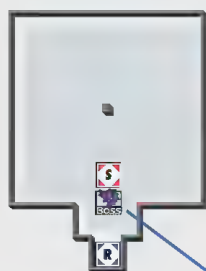
140F



B2



142F



[Femme Clotho, Lachesis, Atrapos]

Medicine
HP Damage (minor) + MUTE
Spyglass
Medicine

SHIN MEGAMI TENSEI
REVENGE
Manga

AMALA NETWORK 2

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Element	Raemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	Ice
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	--
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	--
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind

B2



B2F

★There is an event with Hijiri at the Anomaly.

B1F

★In this part of the Amala Network, when you step on a special area (line), the corresponding corridor is blocked off by a wall. If you can't proceed, you can use a warp point to try again, with the walls returned to their normal state. To clear this floor, you need to do the following:

- Go to Point 1, and Wall 1 appears.
- Go right (East) and at the first intersection, Point 4, Wall 4 appears.
- Turn left (West) and turn right (north) at the second intersection.
- Get the Cache Cube.
- Turn right at the corner and turn left (North) at the intersection.
- Arrive at the stairs.

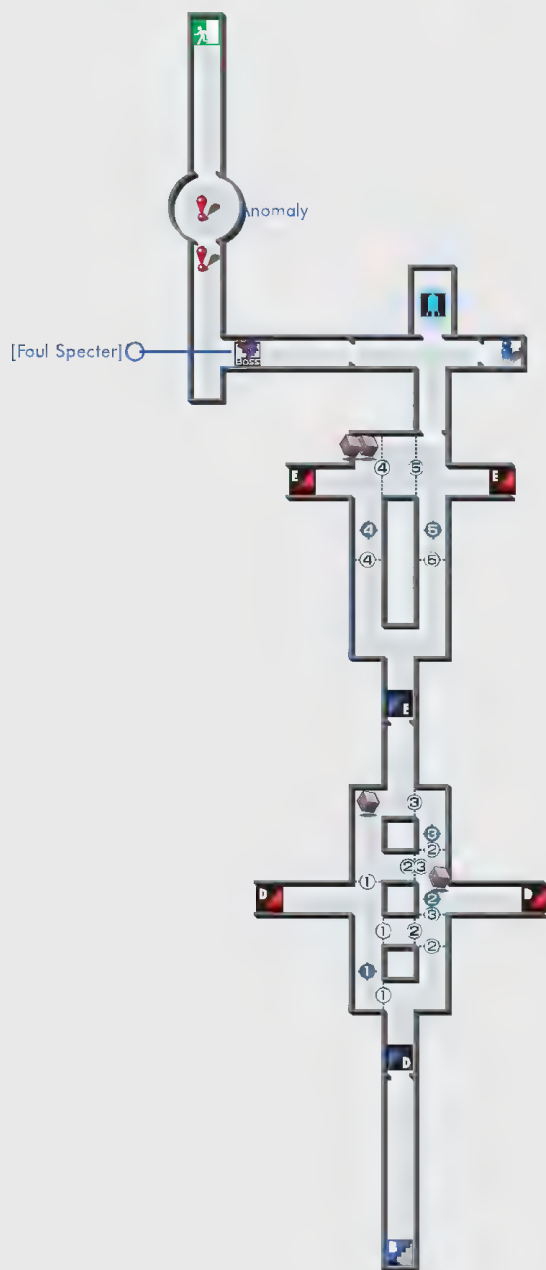
B1



Dis-Charm
Medicine

Life Stone

1F



Magic Mirror

Chakra Drop

Magic Mirror

HP Damage (Great)

1F

★On this floor there are two tiers of wall-summoning corridors. To clear them do the following:

[South Corridors]: Turn right at the T-intersection and then north at the corner. Take the first turn left (West). At the intersection turn right (North). Take the next turn right (East). Take the Cache Cube and do a U-turn (West). Head right (North) at the intersection. Take the Cache Cube and turn the corner, then turn left (North) at the next turn.

[North Corridors]: At the T-intersection turn left (West). Turn North at the corner and get the Cache Cubes. Return via the Warp point as the path is now blocked. This time, turn right (East) at the T-intersection. Turn North at the corner and keep going until you get to the Terminal.

Boss Battle [Corridor before the Anomaly]: Foul Specter (see p206). ★After the battle with Specter, there is an event with the Shadow before the Anomaly, and then an event where you meet Isamu in the Anomaly itself. The questions in both events affect your Reason.

After clearing the Amala Network 2

★From the exit you will be teleported to Asakusa Terminal where you meet with Hijiri. After seeing the event with Hikawa in Ikebukuro and returning to the Terminal, you can ask about Mifunashiro from Hijiri. ★Going to Mifunashiro, there is an event with Futomimi. At this point, the final sealed road in Asakusa (p135) opens, and you can go via the field to Asakusa Tunnel.

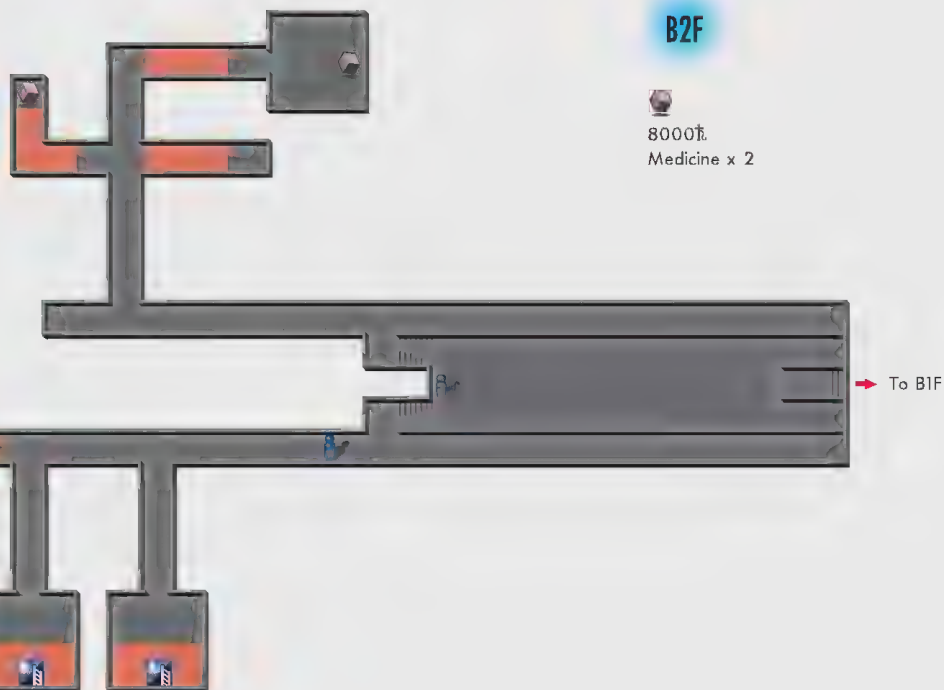
SHIN MEGAMI TENSEI
REVELATION
ASAKUSA

ASAKUSA TUNNEL

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Fairy	Kelpie	26	Strong to Ice / Weak to Force	Phys / Nerve / Mind
Snake	Raja Naga	37	Elec Drain / Strong to Phys / Weak to Fire	Phys / Elec
Snake	Naga	28	Elec Drain / Weak to Fire	Phys / Elec
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys
Brute	Ikusa	44	Void Nerve / Weak to Force	Phys / Death
Femme	Shikome	32	Void Curse & Nerve / Strong to Mind / Weak to Fire	Phys / Death / Nerve
Wilder	Nue	31	Void Ice & Death / Weak to fire	Phys / Ice / Death / Nerve
Foul	Black Ooze	28	Void Death / Strong to Phys / Weak to Elec & Expel	Almighty / Curse / Mind

Yushima Station



B3F



Bead Chain
Light Ball: Fight (Jirae Titan x 3)
Soma Droplet
HP Damage (minor) + MUTE



Asakusa Tunnel

★This tunnel connects Asakusa with Yoyogi Park (East entrance). There are both Dark Zones and Damage Zones, so the skills Lightoma and Liftoma, or the items Light Ball and Float Ball are useful. However if you get used to it, you will be OK without Lightoma (or a Light Ball). Exiting to the surface from Gaien-Mae Station, you can get to Yoyogi Park by going West.

B2F

To B1F



Gaien-Mae Station

To B2F

To p97



YOYOGI PARK

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Fairy	Titania	57	Expel & Death Repel / Strong to All Magic	Ice / Mind
Fairy	Oberon	46	Strong to Phys / Weak to Curse	Phys
Fairy	Setanta	43	Force Repel / Weak to Curse & Nerve	Phys / Nerve
Fairy	Troll	38	Ice Drain / Weak to Mind	Phys / Ice
Fairy	Kelpie	26	Strong to Ice / Weak to Force	Phys / Nerve / Mind
Fairy	Pyro Jack	19	Fire Drain / Weak to Ice	Fire
Fairy	High Pixie	10	Strong to Elec	Force
Fairy	Jack Frost	7	Ice Drain / Weak to Fire	Ice
Fairy	Pixie	2	Strong to Elec	Elec

East Plaza



West Plaza



East Plaza

★In the south building, you will meet Yuko again. The question she asks affects your Reason. No matter how you answer, you will get the Park Key from her, and will be able to use it to unlock the door to the Construction Site East area. ★After defeating the boss of the Park and returning here with the Yahirano Himorogi, you will be asked more questions that affect your Reason.

Construction Site West

★Several of the bridges in the area conceal Fairies that will warp you to other areas of the park if you try to pass beneath them. Where they are hiding is shown on the map to the left, so if you avoid them you will have no problems. If you look out over the park from the top of the Platform, the Pixies locations will all be glowing. Keep them in mind while you're navigating the area.

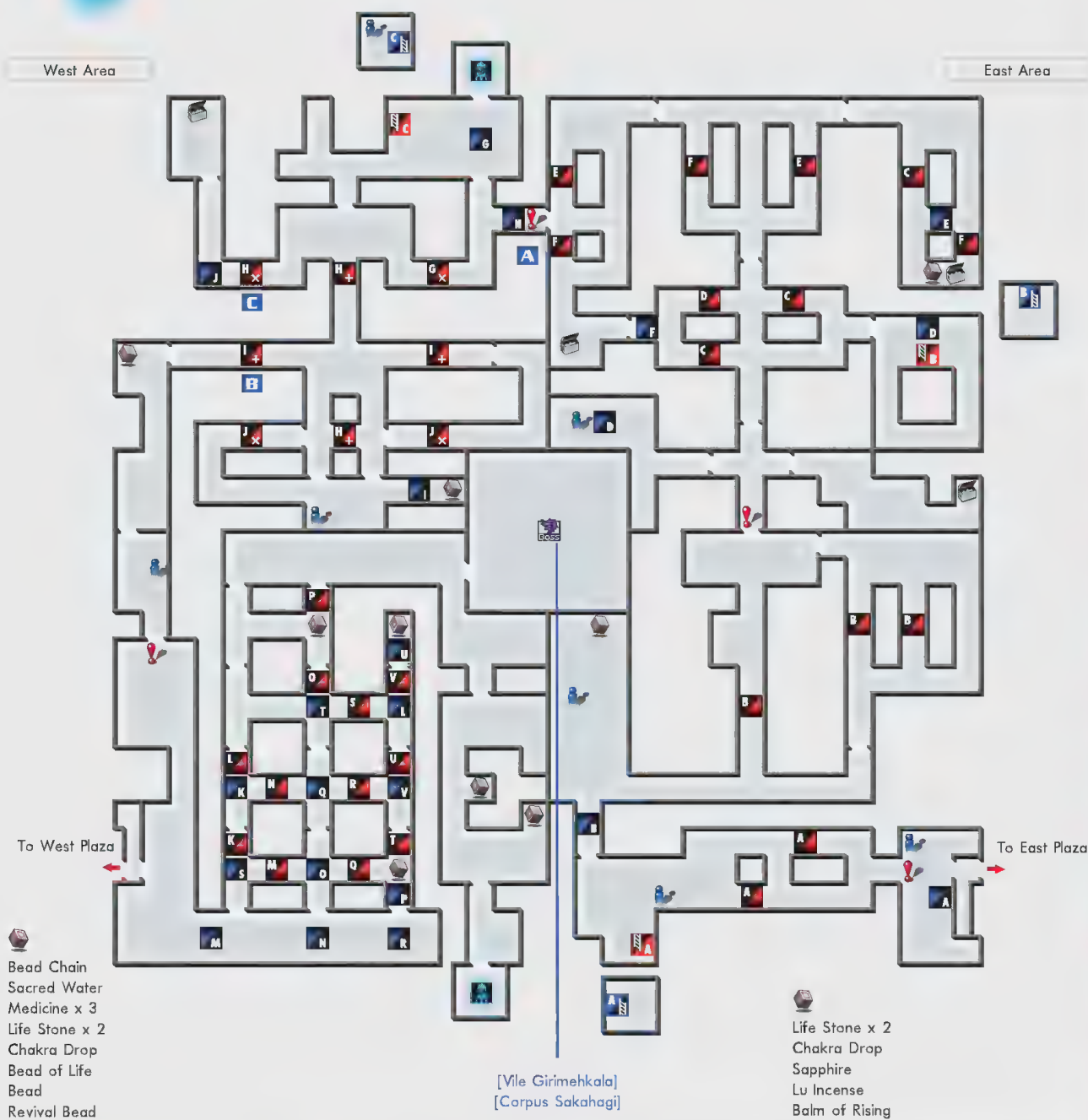
Construction Site East

★The north-side warp area has 4 High Pixies in an "X" formation at the spots marked with an X. You can pass through the four "+"-marked spots without being warped. However, once passing through one of these spots, the High Pixies will move to the "+" spots and you can then only pass through the "X" spots without being warped. The quickest path to the exit is to pass through points **A**, **B** and **C** in order. ★The South side warp area has many warp points, but no Platform to view them. However, by looking at the map, you can get to the central communications tower easily. If you want to get the Cache Cube in the corner, just pass through the "L" and then "U" warps. ★Boss Battle [Center Communications Tower]: Vile Girimehkala, Corpus Sakahagi (one after the other fight, see p207). Afterwards you get the Yahirano Himorogi.

After clearing Yoyogi Park

★Fiend Battle [West Plaza]: Fiend The Harlot (see p229). After the battle, you get the Candelabrum of Beauty. ★You can re-enter the Mantra Headquarters, and there is an event with Chiaki on 60F. After that, the NPC demons in the Headquarters and random encounters change. ★In Kabukicho Prison, the Emperor appears. Boss Battle (room where Mizuchi was) Night Black Frost (see p207).

Construction Site



AMALA NETWORK 3



Amala Network 3

★After clearing Yoyogi Park, seeing the event with Chiaki in Ikebukuro, and talking to Hijiri at the Asakusa Terminal, you can teleport here. ★The only events are a meeting with Isamu and a single boss fight. The conversation with Isamu has no impact on your Reason. ★Boss Battle [Corridor] Foul Spectre (see p208). ★When you leave the exit, you will be teleported to the Sannou-Nagatacho area. You cannot return to the Amala network, and cannot go anywhere via the Field other than the Amala Temple (p152).

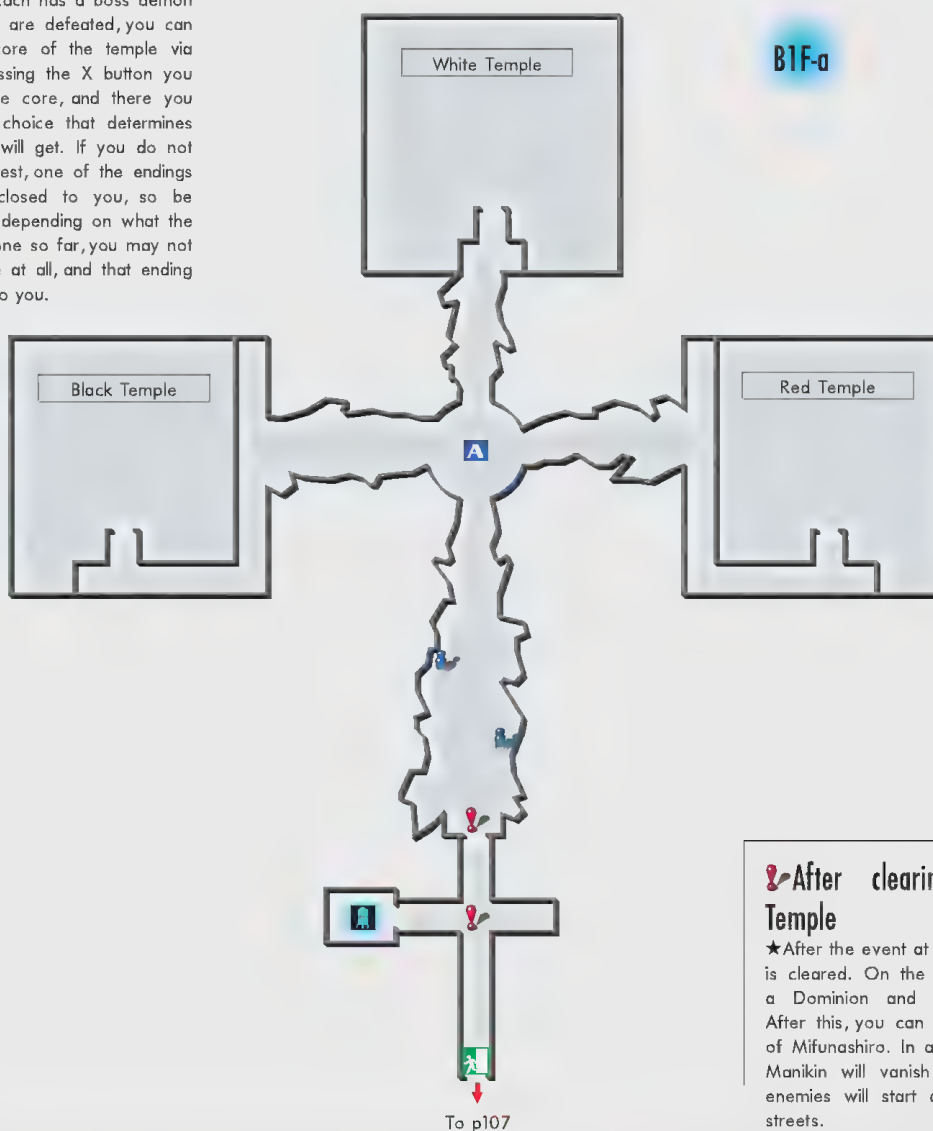
AMALA TEMPLE

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Element	Raemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	Ice
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	--
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	--
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Fairy	Oberon	46	Strong to Phys / Weak to Curse	Phys
Fairy	Troll	38	Ice Drain / Weak to Mind	Phys / Ice
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind

Amala Temple

★ There are 3 temples (Pyramids) here: the Black Temple, the White Temple, and the Red Temple. Each has a boss demon in it, and when all are defeated, you can proceed to the core of the temple via point A. By pressing the X button you can travel into the core, and there you may be given a choice that determines what ending you will get. If you do not agree to the request, one of the endings will be forever closed to you, so be careful. However, depending on what the protagonist has done so far, you may not be given a choice at all, and that ending will be closed off to you.



B1F-a

After clearing the Amala Temple

★ After the event at the Core, the Temple is cleared. On the way to the terminal, a Dominion and Power will appear. After this, you can enter into the inside of Mifunashiro. In addition, nearly all the Manikin will vanish from Asakusa and enemies will start attacking you in the streets.

AMALA TEMPLE • BLACK TEMPLE

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Element	Raemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	Ice
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	--
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	--
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Fairy	Titania	57	Expel & Death Repel / Strong to All Magic	Ice / Mind
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind

1F



Light Ball
Megido Rock
Lu Incense



[Tyrant Aciel]

B1F

Black Temple • 1F

★Pits 7 and 8 will only work if you fell from pits 2 and 4 on 2F. Just entering the rooms on 1F will not drop you to B1F.

Black Temple • 3F

★There is a Black Torch at the altar. If you extinguish this torch, you can enter the room in B1F that holds the boss.

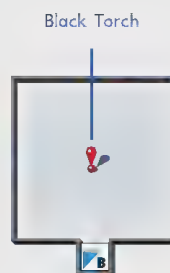
Black Temple • B1F

★You cannot get to this floor without falling through multiple holes from 2F. The lock on the center room is broken by extinguishing the Black Torch on 3F.
★Boss Fight [Center Room]: Tyrant Aciel (see p208).

2F



3F



Black Torch

AMALA TEMPLE • WHITE TEMPLE

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Element	Paemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	Ice
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	-
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	-
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Fallen	Ose	45	Void Death / Weak to Nerve	Phys
Snake	Quetzalcoatl	55	Void Ice / Strong to Phys / Weak to Elec	Phys / Death / Curse
Vile	Pazuzu	45	Void Death / Weak to Ice	Phys / Force / Death / Nerve / Mind
Tyrant	Loki	52	Strong to Phys & All Magic & Ailment Attacks	Ice / Curse
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind



1F



Life Stone x 2

Medicine

Bead

Soma

Revival Bead

Chakra Pot: Fight (Haunt Legion x 3)

White Temple • 1F

★Nearly all the doors are warp triggers. However, the same door will teleport you different places depending on which side you open it from. For example, in the northwest corner, if you open the door from the west side Warp "H" will not trigger, and instead you'll be sent to point "D." Conversely, if you enter this room from the east, you'll be teleported to point "H." The quickest route to 2F is through warps A,B,D,G,Lift to 2F.

White Temple • 2F

★Like 1F, this floor is a storm of warp points. The fastest way to 3F is via warps "I", "H", "L", "M", "N", Lift to 3F. To get the east Cache Cube, just go through the door behind you immediately after going through warp "L" in the route listed above.

White Temple • 3F

★Boss Fight [By Altar]: Entity Albion (see p210)

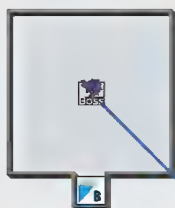
2F



Blessed Fan
Chakra Pot



3F



[Entity Albion]

AMALA TEMPLE • RED TEMPLE

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Element	Raemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	Ice
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	--
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	--
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Yoma	Efreet	52	Fire Drain / Weak to Ice	Fire
Femme	Dakini	52	Strong to Fire / Weak to Ice	Phys / Fire / Death / Curse
Femme	Yaksini	43	Void Force / Weak to Elec	Phys / Nerve / Mind
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind



1F

Bead
Ag Incense

Red Temple • 1F

★If you step on any shadows (blue spots on the map) you will be pulled into the Shadow World. In the Shadow World you can use neither stairs nor Terminals. To return, you must touch one of the Light Pillars located throughout the Temple. If you just want to get to the next floor, you can just take the quickest route without touching any shadows, but if you want to get the Mystical Chest, you have to go into the Shadow World.

Red Temple • 2F

★To get to 3F, you need to deliberately enter the Shadow World in room **A** and return via the light in room **B**. After that you can get to the Lift without touching any shadows.

Red Temple • 3F

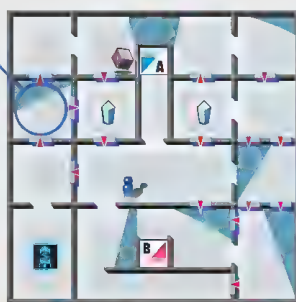
★Boss Battle [By the Altar]: Lady Skadi (see p209).

1F



<Shadow World>

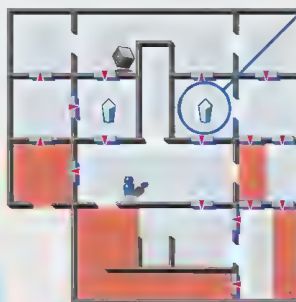
A



2F

Life Stone x 3

B



2F

<Shadow World>

3F



[Lady Skadi]

SHIN MEGAMI TENSEI
RED TEMPLE

MIFUNASHIRO

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Brute	Shiki-Ouji	54	Expel & Death Repel / Void Phys / Weak to Fire	Phys / Expel / Death / Nerve
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Corpus	Manikin	13	Void Expel & Death	Nerve / Mind

First Level



First Level

★You can enter this area after clearing the Amala Temple.

Event/Second Level

★If you turn west at the S-Terminal and go straight down the hill, you will find a Manikin hiding in a cave. Talk to him to get a Medicine.

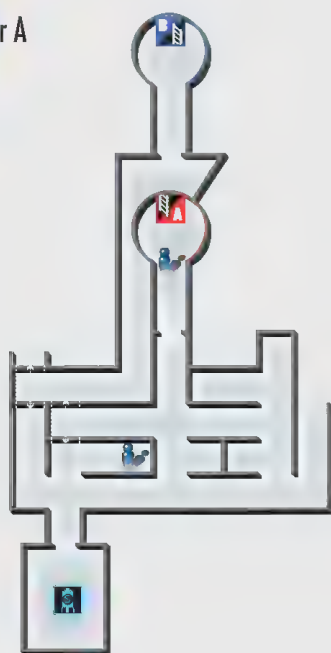
Event/Third Floor

★At the overpass, two angels will appear. They ask a Reason question. The Manikin they killed carries a Medicine. ★You can go to the core of Mifunashiro from the light in the Hall of Mirror. When you do, there is an event with Chiaki. Like the Core at the Amala Temple, the question she asks you determines the course of your ending. If you do not agree with Chiaki, then one of the endings will be closed off to you. However, depending on the protagonist's actions up to this point, there may be no question from Chiaki and that ending will be closed off. Either way you will fight a boss fight, so make sure you are healed up. ★Boss Fight [Agree with Chiaki]: Corpus Futomimi (see p211). ★Boss Fight [Do not agree with Chiaki or no question]: Seraph Uriel, Raphael, Gabriel (see p211).

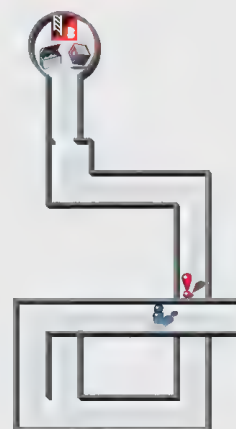
After clearing Mifunashiro

★Nearly all of the Manikin will disappear from Mifunashiro and Asakusa, and NPC demons will take up residence in Asakusa. ★The Assembly of Nihilo demons in Ginza reappear and provide new information. ★Yurakucho Tunnel opens up. You can enter Yurakucho Tunnel from the field near Ginza. It is further north from the second entrance to the Assembly of Nihilo.

Second Floor A



Third Floor A



Life Stone x 2
Diamond

Second Floor A



Second Floor B

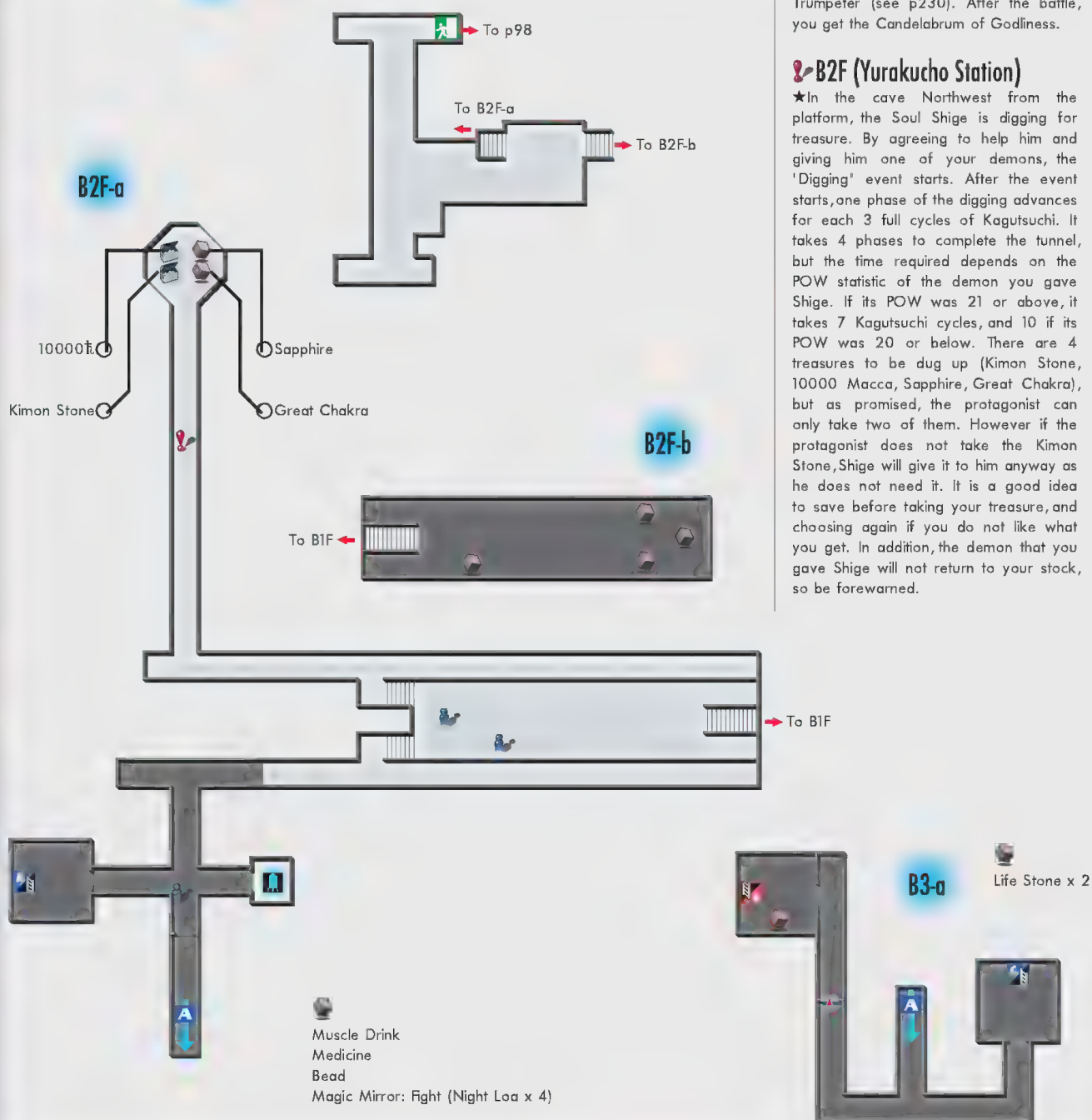


YURAKUCHO TUNNEL

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Efreet	52	Fire Drain / Weak to Ice	Fire
Snake	Quetzalcoatl	55	Void Ice / Strong to Phys / Weak to Elec	Phys / Death / Curse
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve
Brute	Shiki-Ouji	54	Expel & Death Repel / Void Phys / Weak to Fire	Phys / Expel / Death / Nerve
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Femme	Dakini	52	Strong to Fire / Weak to Ice	Phys / Fire / Death / Curse
Tyrant	Loki	52	Strong to Phys & All Magic & Ailment Attacks	Ice / Curse
Night	Kaiwan	47	Void Death / Strong to All Magic / Weak to Expel	Phys / Death / Mind
Haunt	Rakshasa	63	Death Repel / Weak to Elec & Expel	Phys / Almighty / Nerve

B1F-Yurakucho Station



B1F (Yurakucho Station)

★ Fiend Battle [by ticket counter]: Fiend Trumpeter (see p230). After the battle, you get the Candelabrum of Godliness.

B2F (Yurakucho Station)

★ In the cave Northwest from the platform, the Soul Shige is digging for treasure. By agreeing to help him and giving him one of your demons, the 'Digging' event starts. After the event starts, one phase of the digging advances for each 3 full cycles of Kagutsuchi. It takes 4 phases to complete the tunnel, but the time required depends on the POW statistic of the demon you gave Shige. If its POW was 21 or above, it takes 7 Kagutsuchi cycles, and 10 if its POW was 20 or below. There are 4 treasures to be dug up (Kimon Stone, 10000 Macca, Sapphire, Great Chakra), but as promised, the protagonist can only take two of them. However if the protagonist does not take the Kimon Stone, Shige will give it to him anyway as he does not need it. It is a good idea to save before taking your treasure, and choosing again if you do not like what you get. In addition, the demon that you gave Shige will not return to your stock, so be forewarned.

B4



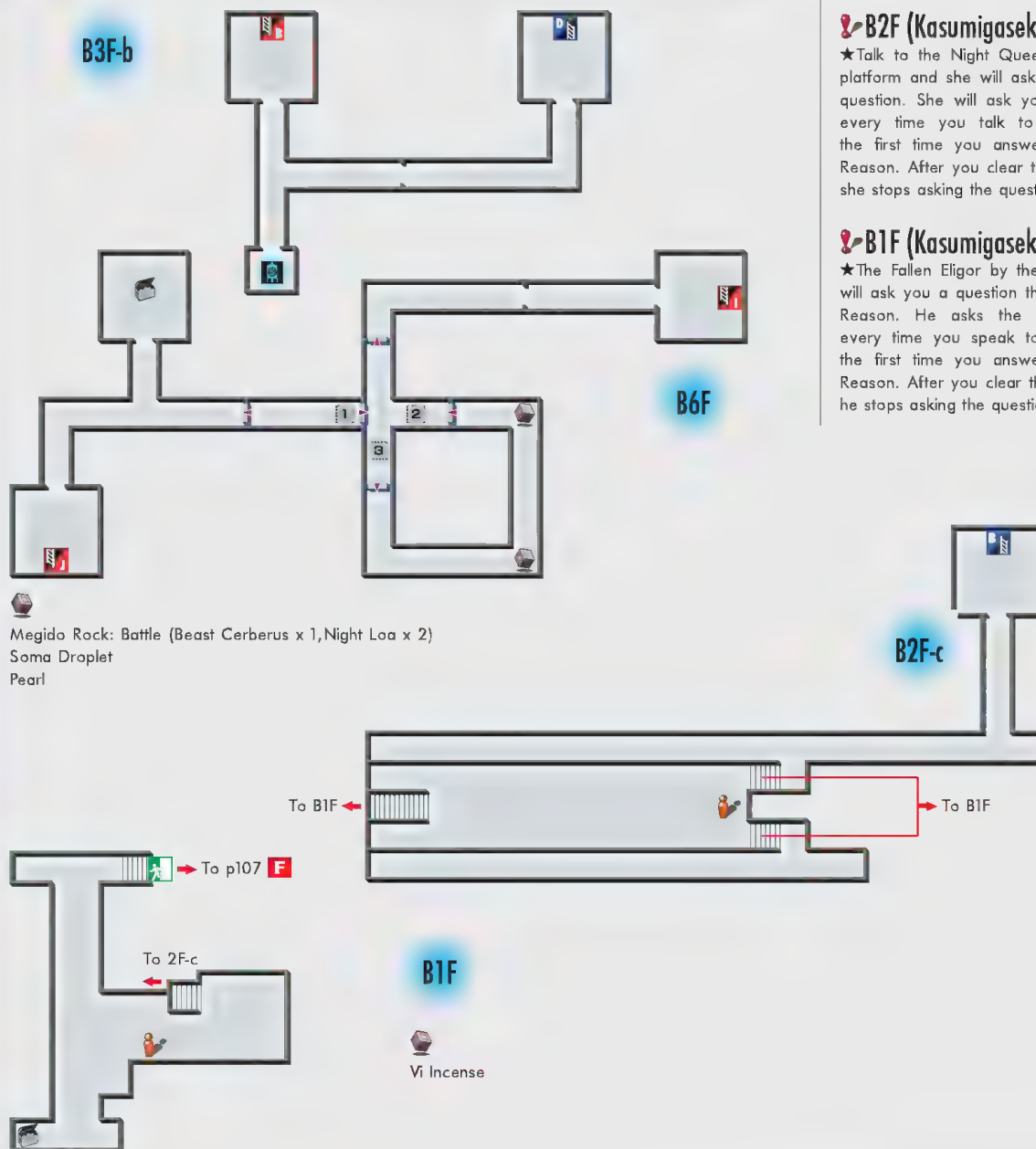
B5



Bead
 Bead of Life

B3F-B5F

★Your first steep slope appears in B2F, and there are several others like it in the Tunnel. When you get on the slope you slide down and cannot climb back up. There are some slopes that lead to pits, so if you make a mistake you can end up taking a long detour. If you don't care about getting the treasure, the quickest route is as follows: Take Slope **A** on B2F, take Ladder C, Slope **B**, Ladder G, Slope **D** to Pit 1, Ladder J, Ladder F, Ladder D, Ladder B, to Kasumigaseki Station.



Megido Rock: Battle (Beast Cerberus x 1, Night Loa x 2)
Soma Droplet
Pearl

! B2F (Kasumigaseki Station)

★Talk to the Night Queen Mab on the platform and she will ask you a Reason question. She will ask you the question every time you talk to her, but only the first time you answer affects your Reason. After you clear the Diet Building, she stops asking the question.

! B1F (Kasumigaseki Station)

★The Fallen Eligor by the ticket counter will ask you a question that affects your Reason. He asks the same question every time you speak to him, but only the first time you answer affects your Reason. After you clear the Diet Building, he stops asking the question.

To B1F

B2F-c

To B1F

To p107 F

To 2F-c

B1F

Vi Incense

NORTHERN TEMPLE



! B3F-B5F

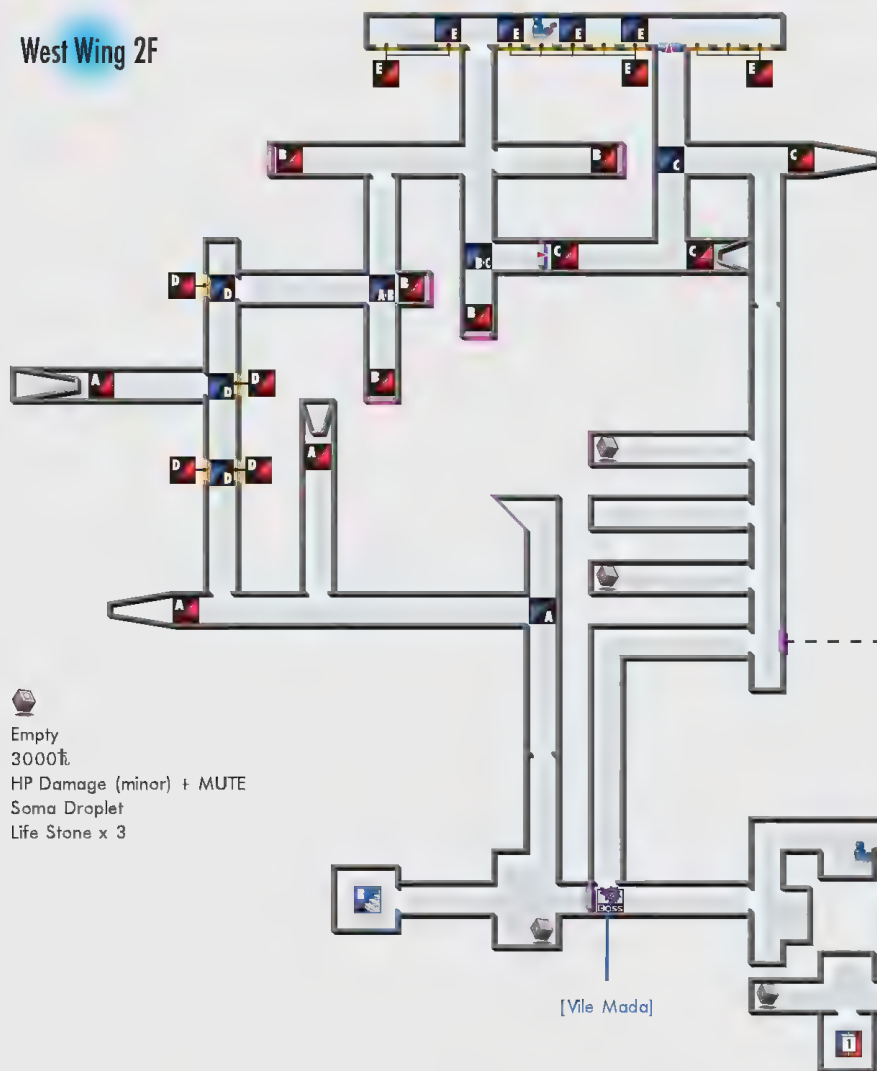
After the Digging event in Yurakucho Tunnel ends, and you get the "Kimon Stone," then you will be able to enter this temple. As soon as you enter, Bishamon appears. He asks to fight, but you do not have to agree. If you refuse the first time, you can come back and challenge him again. ★Boss Fight [Bishamon's Challenge]: Kishin Bishamon (see p212).

DIET BUILDING

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Efreet	52	Fire Drain / Weak to Ice	Fire
Yoma	Purski	48	Void Force & Expel / Weak to Elec	Phys / Force / Nerve / Mind
Yoma	Jinn	44	Force Drain / Weak to Nerve	Force / Explode
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Night	Loa	53	Void Death & Curse & Nerve / Weak to Expel	Phys / Death / Curse / Explode
Night	Kaiwan	47	Void Death / Strong to All Magic / Weak to Expel	Phys / Death / Mind

West Wing 2F



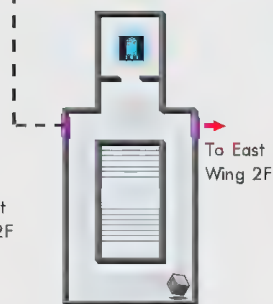
Central Tower 1F

★Boss Fight [West Door]: Tyrant Surt (see p213). ★With the exception of Surt's door, all the other doors on 1F and those on the top landing up the stairs are locked from the other side.

West Wing 2F

★Vile Mada has placed false pictures of doors and halls in various places on this floor. If you do not realize that they are pictures then you will be warped to the corresponding warp point. Close up, they look different than normal doors and corridors, so it's easy to tell them apart. So long as you do not get close to the Warp Points on the map you will be fine. ★Boss Fight: Vile Mada (see p213).

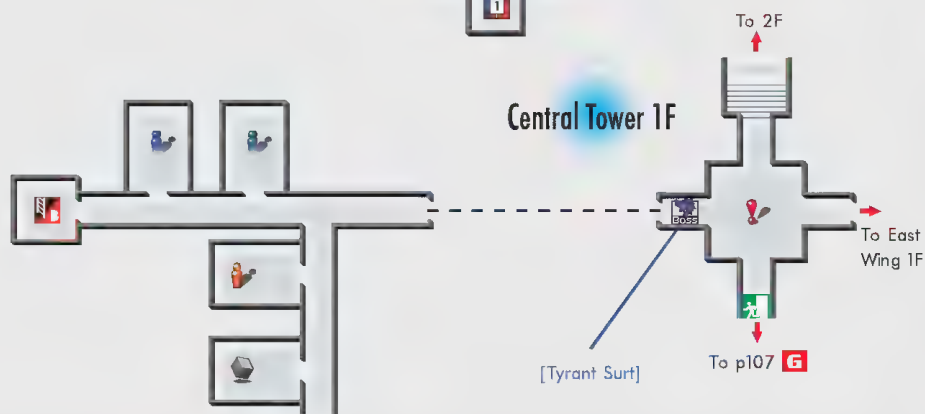
Central Tower 2F



Central Tower 1F

West Wing 1F

Smoke Ball

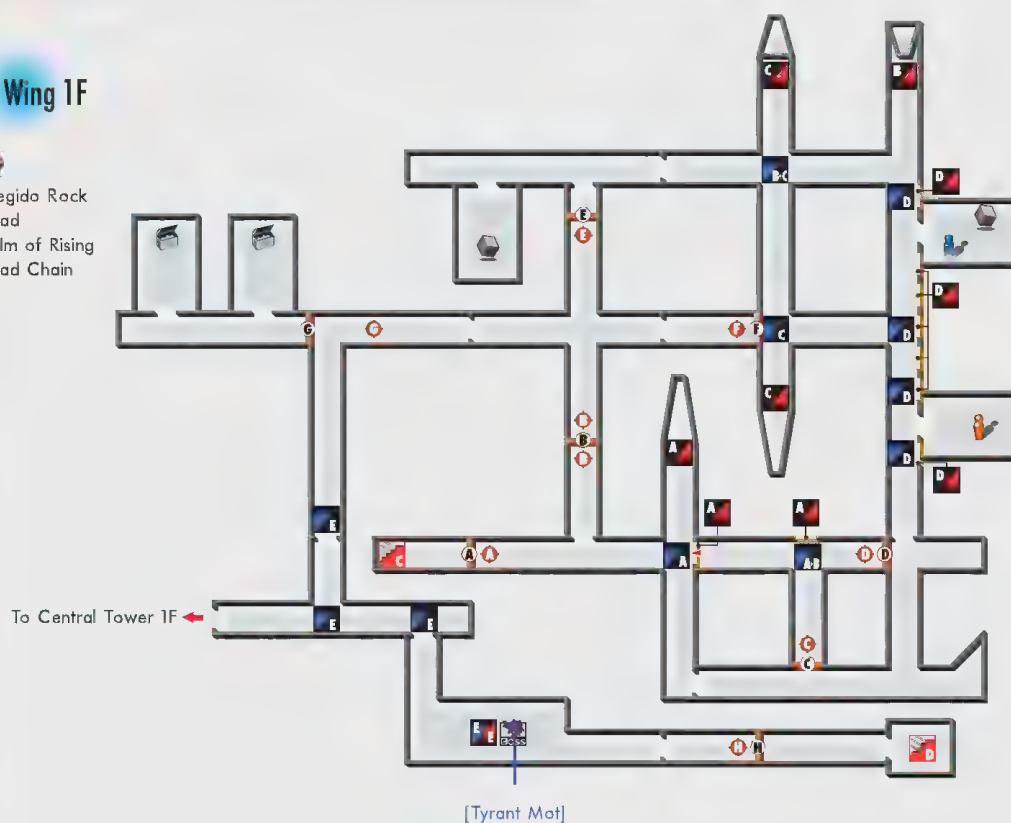


SHIN MEGAMI TENSEI
DIET BUILDING

East Wing 1F



Megido Rock
Bead
Balm of Rising
Bead Chain



East Wing 1F

★Tyrant Mot has laid more false-picture traps. In addition, when you pass by specific points, false walls appear. You can probably find a route without getting teleported by consulting the above map. Some of the treasure is blocked off by false walls, but once you defeat Mot they disappear, so you can get them at that point. Mot himself has transformed into one of the 8 bronze statues, but if you look at the reflections in the floor, you can tell the false one from the real ones.

★Boss Fight: Tyrant Mot (see p213).

East Wing 2F

★Boss Battle [Conference Hall]: Deity Mithra (see p214).

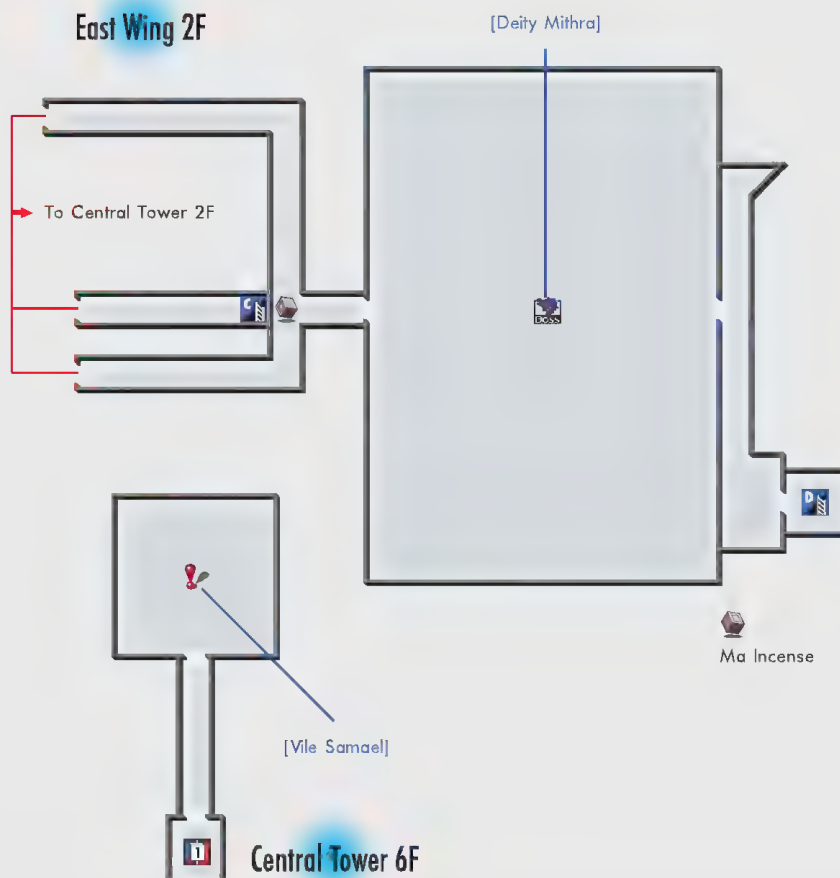
Central Tower 6F

★You will find Yuko and Hikawa here. The choice whether or not to "Stop Hikawa" affects which ending you get. If you try to stop Hikawa, there is a boss battle. ★Boss Battle: Vile Samael (see p214). After the battle, you get the "Yahirono Himorogi."

After Clearing Diet Building

★After getting the Yahirono Himorogi, you can use it immediately at the Core of the Amala Temple. After doing this, the Tower of Kagutsuchi appears. You can enter there from where the Obelisk was.

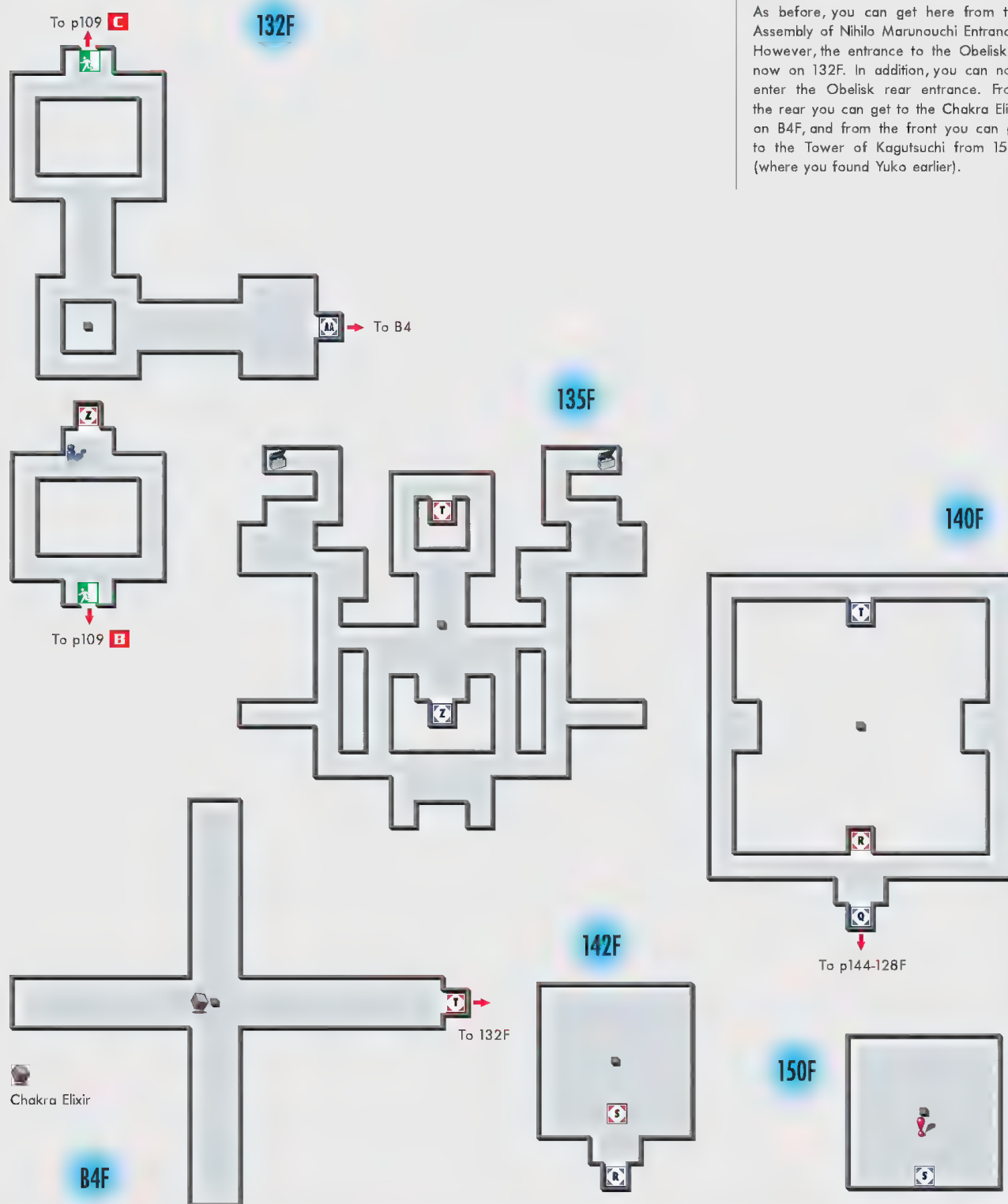
East Wing 2F



OBELISK (AFTER TRANSFORMATION)

DEMONS APPEARING <Obelisk after transformation>

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Purski	48	Void Force & Expel / Weak to Elec	Phys / Force / Nerve / Mind
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Night	Queen Mab	56	Strong to All Magic	Elec / Mind



132F

As before, you can get here from the Assembly of Nihilo Marunouchi Entrance. However, the entrance to the Obelisk is now on 132F. In addition, you can now enter the Obelisk rear entrance. From the rear you can get to the Chakra Elixir on B4F, and from the front you can go to the Tower of Kagutsuchi from 150F (where you found Yuko earlier).

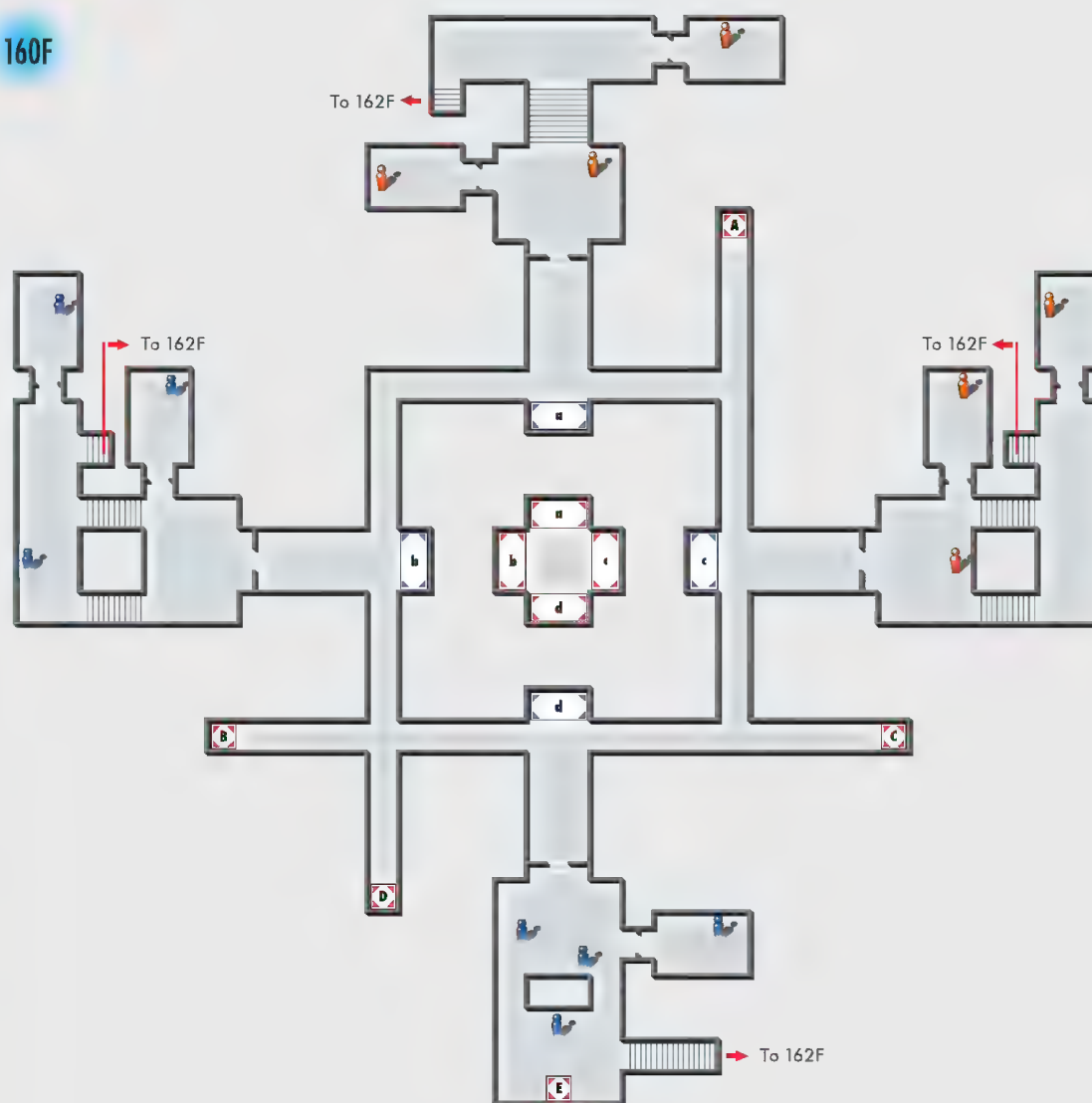
SHIN MEGAMI TENSEI
REVENGE

TOWER OF KAGUTSUCHI

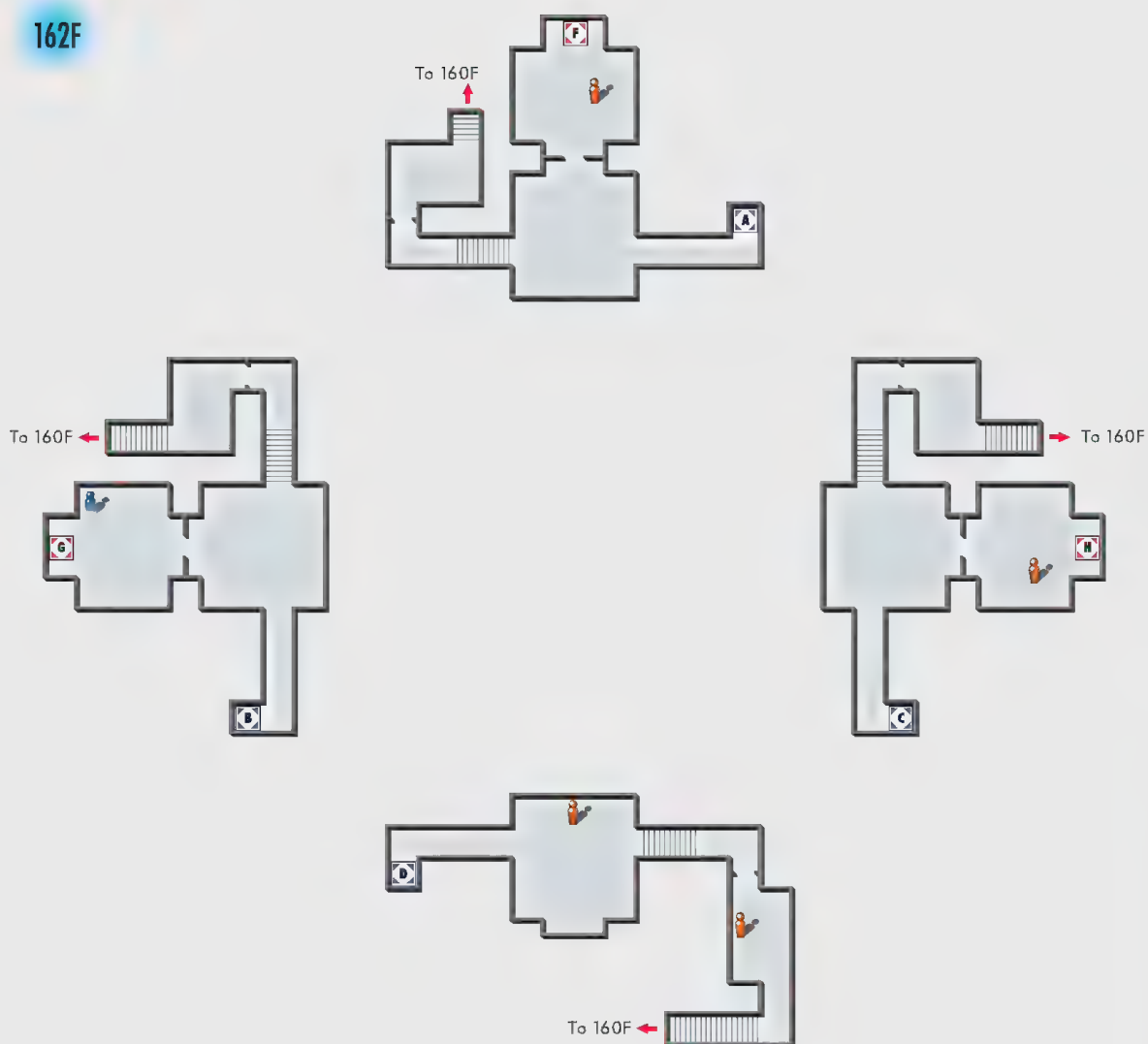
DEMONS APPEARING <Tower of Kagutsuchi 160-231F>

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Purski	48	Void Force & Expel / Weak to Elec	Phys / Force / Nerve / Mind
Divine	Throne	64	Expel Repel / Fire Drain / Weak to Ice & Death	Fire / Expel / Curse
Fallen	Flauros	68	Death Repel / Weak to Nerve	Phys
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Vile	Tao Tie	65	Void Death / Weak to Curse	Almighty / Death
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Surt	74	Fire Drain / Void Death & Nerve & Mind / Weak to Ice	Fire
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Foul	Shadow	52	Void Death / Strong to Phys / Weak Force & Expel	Elec / Almighty / Death
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak Expel	Phys / Elec / Force / Death / Curse

160F



162F



160F

The moment you set foot in here, the protagonist's Reason is permanently set. Therefore, if you haven't completed the Labyrinth of Amala (5th Kalpa) then you won't be able to go back and finish it, so be forewarned. In addition, the protagonist's starting point will differ based on alignment: "a" for Shijima, "b" for Musubi, "c" for Yosuga and "d" for all others.

SHIN MEGAMI TENSEI
REVENGE
MAGNETIC

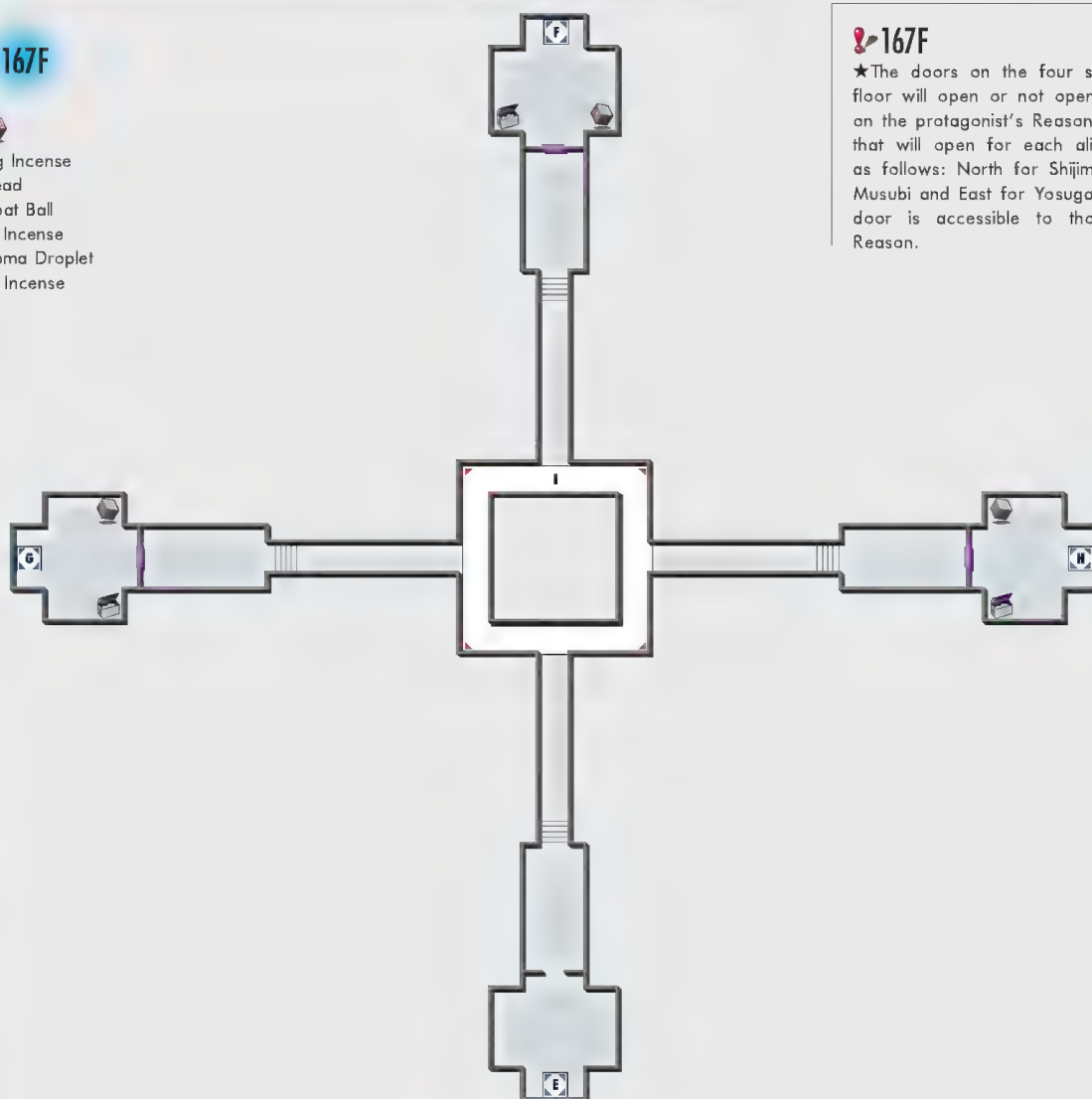
167F



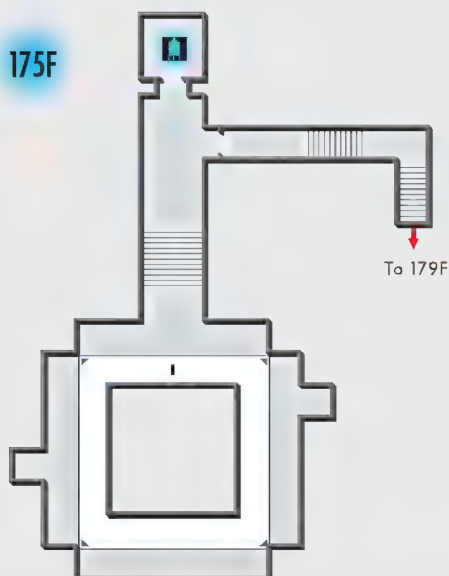
Ag Incense
Bead
Float Ball
Vi Incense
Soma Droplet
St Incense

167F

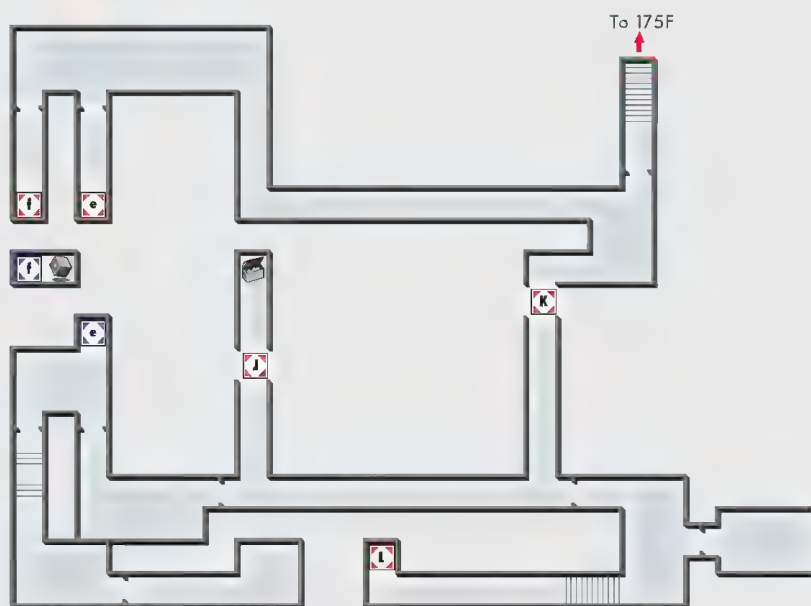
★The doors on the four sides of this floor will open or not open, depending on the protagonist's Reason. The doors that will open for each alignment are as follows: North for Shijima, West for Musubi and East for Yosuga. The South door is accessible to those of any Reason.



175F



179F



Great Chakra
Megidola Rock

179F

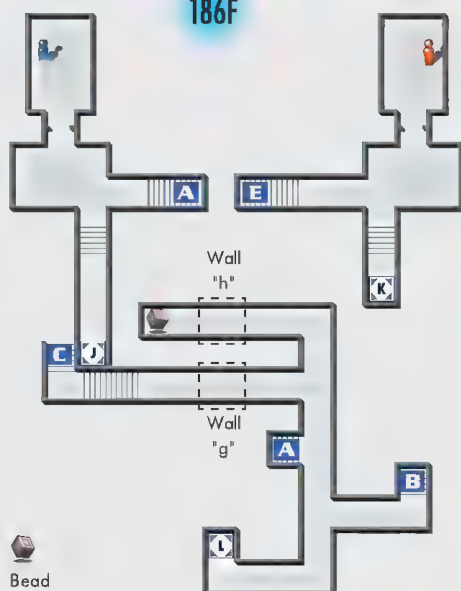
★Lifts "J" and "K" start out on 186F, so they cannot be crossed until lowered.

186F

★To get to lift 'M' on 187F, you need to go through some complex motions. The order is as follows. Take stairs **A** to 187F, Ride lift "h" to 188F, Take stairs **B** to 186F, Return to 187F and take lift "g" to 188F, Raise block "i" and take stairs **C** to 186F, Return to 188F via the stairs and take Lift "h" to 187F. Now you can get to lift 'M.' At this point you can take the lift by stairs **D** down to 179F to get the Mystical Chest. If you want to save your game, the Terminal is close to where you descend from the Lift near stairs **E**.

About 186F-188F: The lifts from 186F to 188F act as both pathways and walls. In their initial states, 'g' and 'h' act as walls on the path on 186F, and as paths on 186F. Lift "i" blocks the path on 187F but acts as part of the floor on 188F. When you raise "g" and "h," the walls on 186F disappear and you can traverse 188F, but then they serve to block the path on 187F. If you ride lift "i" up then the wall on 187F disappears and you can get back down there by taking the stairs. The ideal setup is for "g" and "h" to be down (in their initial positions) and for "i" to be raised. If you have time it can be convenient to set this up.

186F



Bead

187F



188F



196F



201F



Chakra Pot

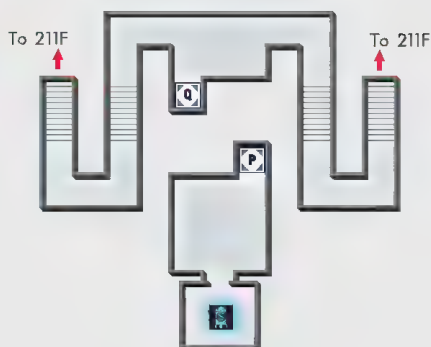
205F



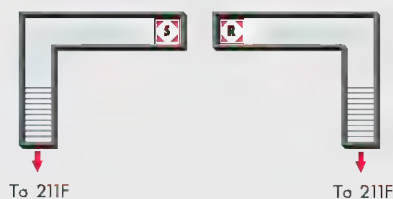
223F

★If you are aligned with Shijima, then you will have a conversation with Ahriman/Hikawa here. Afterwards when going to 231F, Fallen Samael will appear and ask to join your party. Other alignments have to fight Ahriman. Either way, after the event (or battle) you get the Earthstone. ★Boss fight: Tyrant Ahriman (see p215).

209F



211F

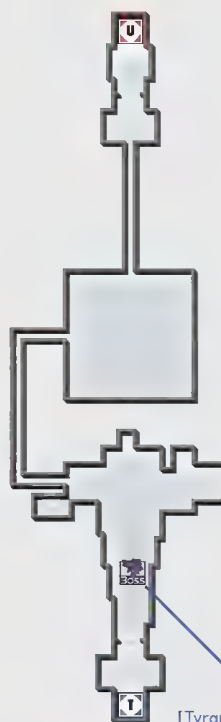


215F



Bead of Life

223F



231F



TOWER OF KAGUTSUCHI 2

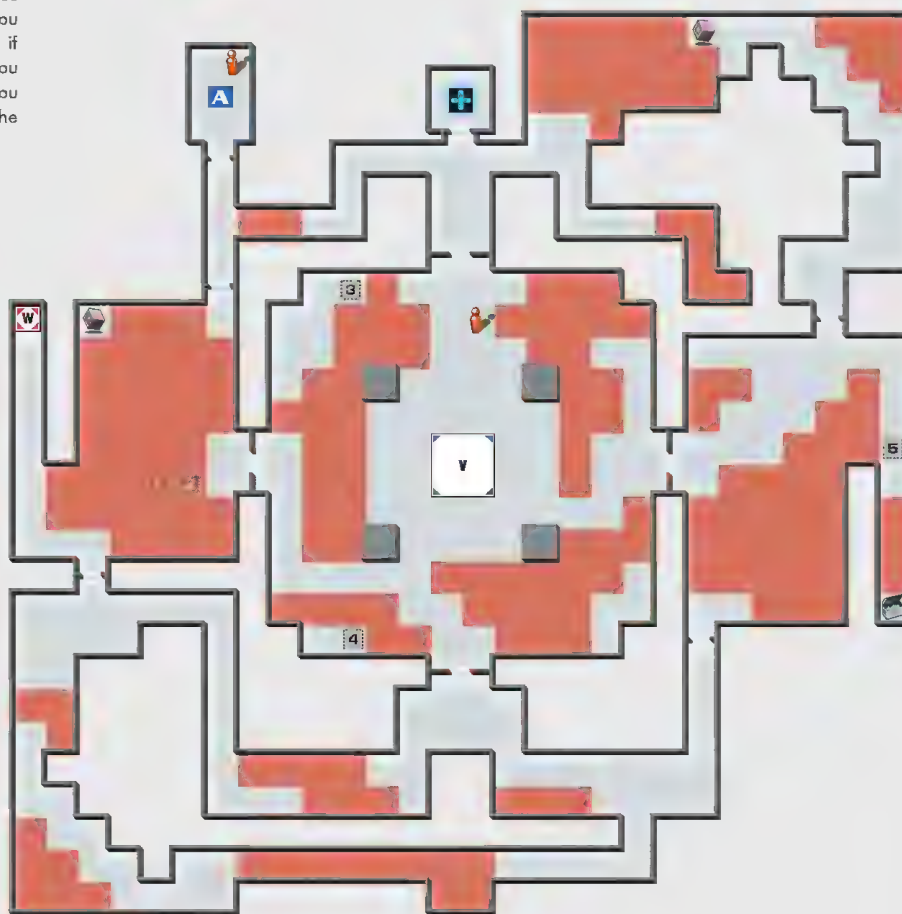
DEMONS APPEARING <Tower of Kagutsuchi 285-345F>

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Throne	64	Expel Repel / Fire Drain / Weak to Ice & Death	Fire / Expel / Curse
Fallen	Flauros	68	Death Repel / Weak to Nerve	Phys
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Snake	Yurlungur	66	Void All Magic / Weak to Allment Attacks	Elec / Force
Beast	Cerberus	61	Fire Repel / Phys Strong / Weak to Ice	Phys / Fire / Nerve
Femme	Rangda	72	Phys Repel / Weak to Elec	Phys / Fire / Nerve
Vile	Tao Tie	65	Void Death / Weak to Curse	Almighty / Death
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Surt	74	Fire Drain / Void Death & Nerve & Mind / Weak to Ice	Fire
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Night	Lilith	80	Void Expel & Death / Strong to All Magic	Elec / Almighty / Death / Mind
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Weak to Fire	Phys / Ice / Force
Foul	Shadow	52	Void Death / Strong to Phys / Weak to Force & Expel	Elec / Almighty / Death
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak to Expel	Phys / Elec / Force / Death / Curse

285F

★At point **A**, there is a half-dead Archangel that fought with Ahriman. If you are aligned with Shijima and talk to this Archangel, then you can gain the memory of fighting Ahriman. This "Memory of Battle" registers itself on the tombstones in the Labyrinth of Amala (where you can replay boss fights). Therefore, even if you are on the Shijima route where you normally don't get to fight Ahriman, you can fight him in the Burial Chamber in the Labyrinth.

285F



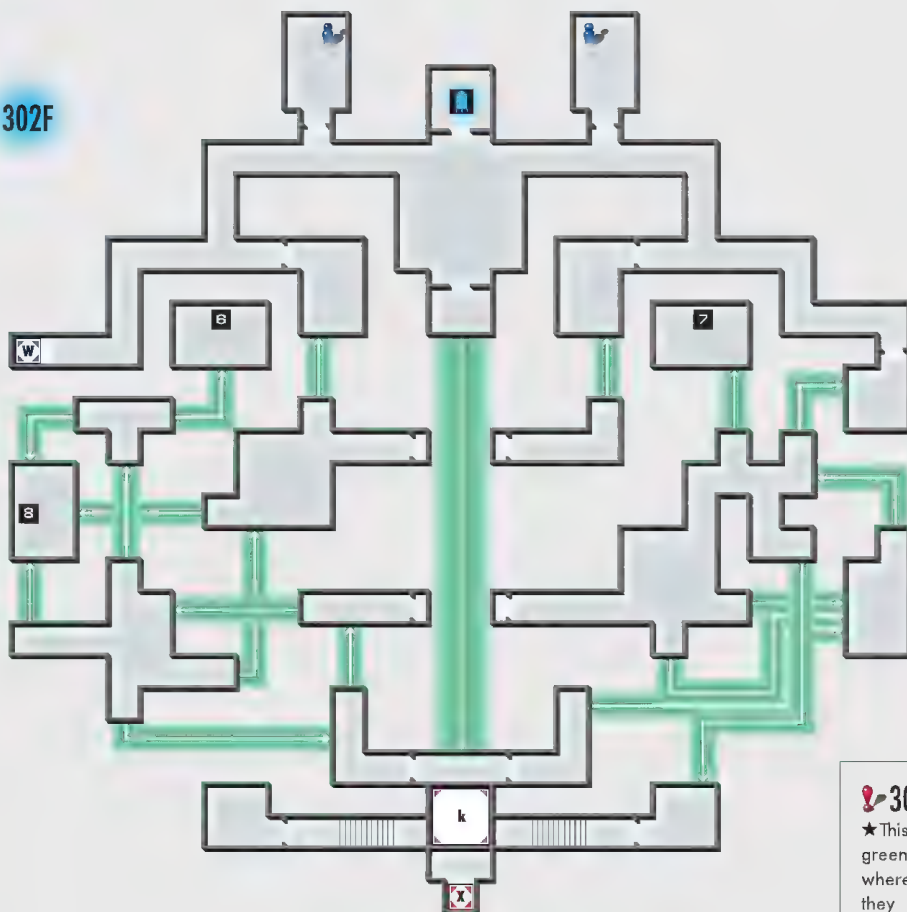
Bead Chain: Fight (Femme Rangda x 1, Tyrant Abaddon x 2)
 Attack Mirror
 Pot of Death

SHIN MEGAMI TENSEI
 真・女神転生
 285F

298F

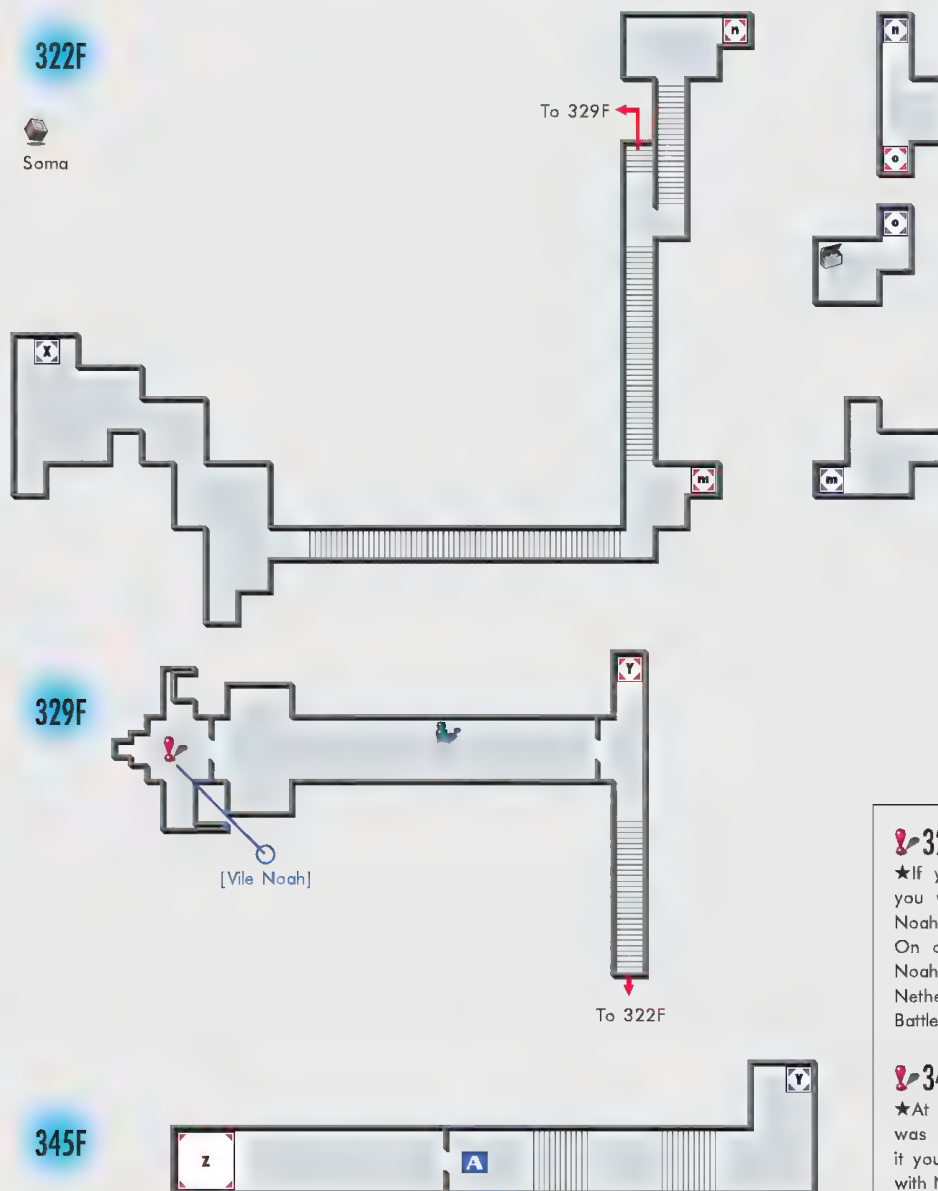
Soma
Chakra Pot

302F



★ 302F

★ This floor has "Light Paths" on it. The green markings on the map indicate where they are, and while at first they look like empty space, when the protagonist approaches, two glowing blocks appear. Proceed to walk on these blocks and more will appear for you to use as a path. However, you can only advance; as you proceed down the path, the blocks behind you will disappear. Effectively they act as one-way roads (in the direction of the arrows on the map) so it is wise not to get on them unless you are sure you want to go to where they take you.



329F

★If you are aligned with Musubi, here you will have a conversation with Vile Noah/Isamu, and get the Netherstone. On other paths, you will have to fight Noah. In this case, you will get the Netherstone after the battle. ★Boss Battle: Vile Noah (see p216).

345F

★At point **A** is a half-dead Power that was defeated by Noah. If you talk to it you will gain the memory of the fight with Noah (see p216).

TOWER OF KAGUTSUCHI

DEMONS APPEARING <Tower of Kagutsuchi 402-666F>

Race	Name	Level	Defense Type	Attack Skill Type
Fallen	Flauros	68	Death Repel / Weak to Nerve	Phys
Snake	Yurlungur	66	Void All Magic / Weak to Ailment Attacks	Elec / Force
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Femme	Rangda	72	Phys Repel / Weak to Elec	Phys / Fire / Nerve
Vile	Mada	83	Phys Drain / Void Death / Weak to Curse	Phys / Mind
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Mot	91	Void Expel & Death & Ailment Attacks / Weak to Elec	Fire / Force / Almighty
Tyrant	Aciei	77	Death Repel / Void Expel / Strong to All Magic	Ice
Tyrant	Surt	74	Fire Drain / Void Death & Nerve & Mind / Weak to Ice	Fire
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Night	Lilith	80	Void Expel & Death / Strong to All Magic	Elec / Almighty / Death / Mind
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Fire Weak	Phys / Ice / Force
Foul	Shadow	52	Void Death / Strong to Phys / Weak to Force & Expel	Elec / Almighty / Death

402F

Life Stone x 3



402F

★The shop is selling the 24th Magatama, Kailash. If you have gotten all the other Magatama by this point, there is an event the next time you go to the Cathedral of Shadows. You will get the Lord's Sword. If you have this, you can go from Masakado's Grave to the Bandou Shrine (p176).

418F

★Boss Battle [By Lift "AA"]: Kishin Thor (see p217). ★To get to the next floor, you need to make it to Lift "BB." There are tons of warps, but if you take them in the following order it is the quickest way to the exit: "A", "E", "I", "L", "M" and "O." Once you get to the lift, if you lower block "P" then you won't have to go through the warp sequence again.

Shop Items

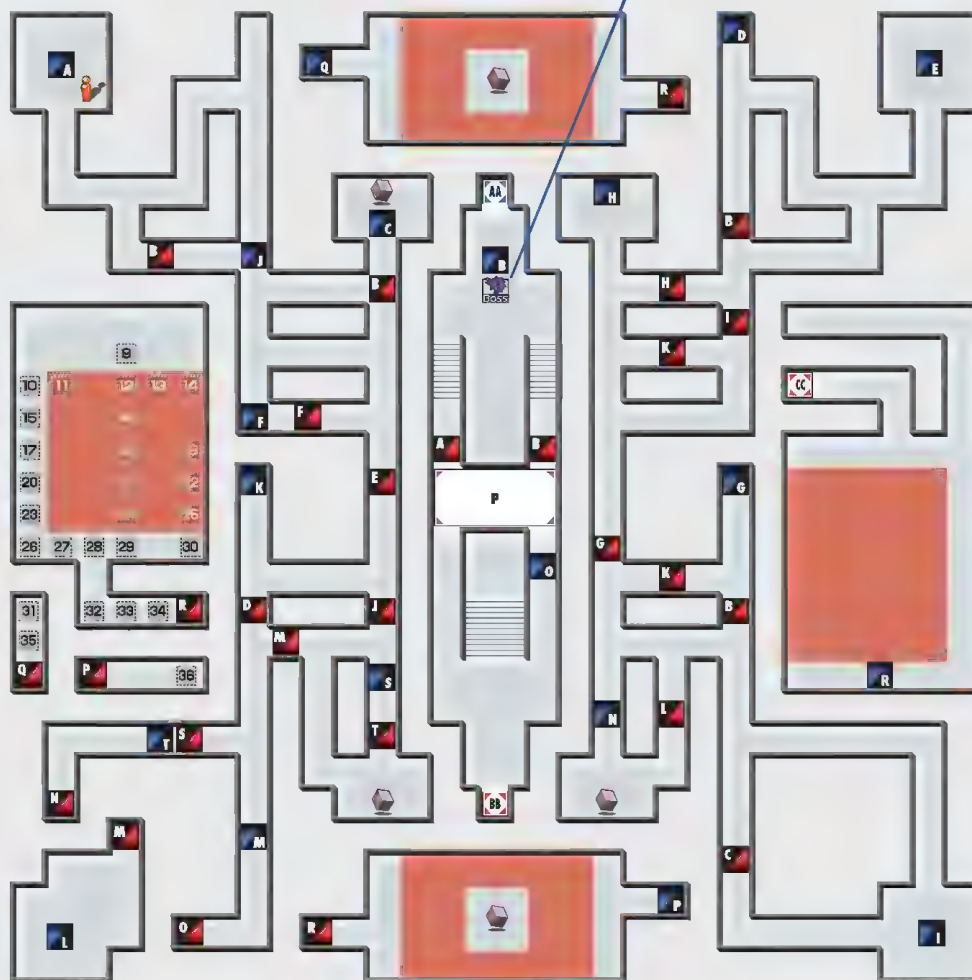
Name	Price
Medicine	100℥
Revival Bead	600℥
Dis-Poison	150℥
Dis-Stun	150℥
Dis-Charm	100℥
Dis-Stone	100℥
Dis-Mute	150℥
Sacred Water	200℥
Float Ball	400℥
Light Ball	600℥
Chakra Drop	600℥
Maragi Rock	250℥
Mabufu Rock	250℥
Mazio Rock	250℥
Mazan Rock	250℥
Mahama Rock	300℥
Mamudo Rock	300℥
Makajam Rock	200℥
Poison Arrow	300℥
Wagtail Plume	400℥
Kailash	150000℥

418F



Bead of Life: Battle (Tyrant Mot x 3, Foul Shadow x 3)
20000℥
Soma
Bead Chain
Soul-Return

[Kishin Thor]



431F



Soma Droplet
Great Chakra

431F

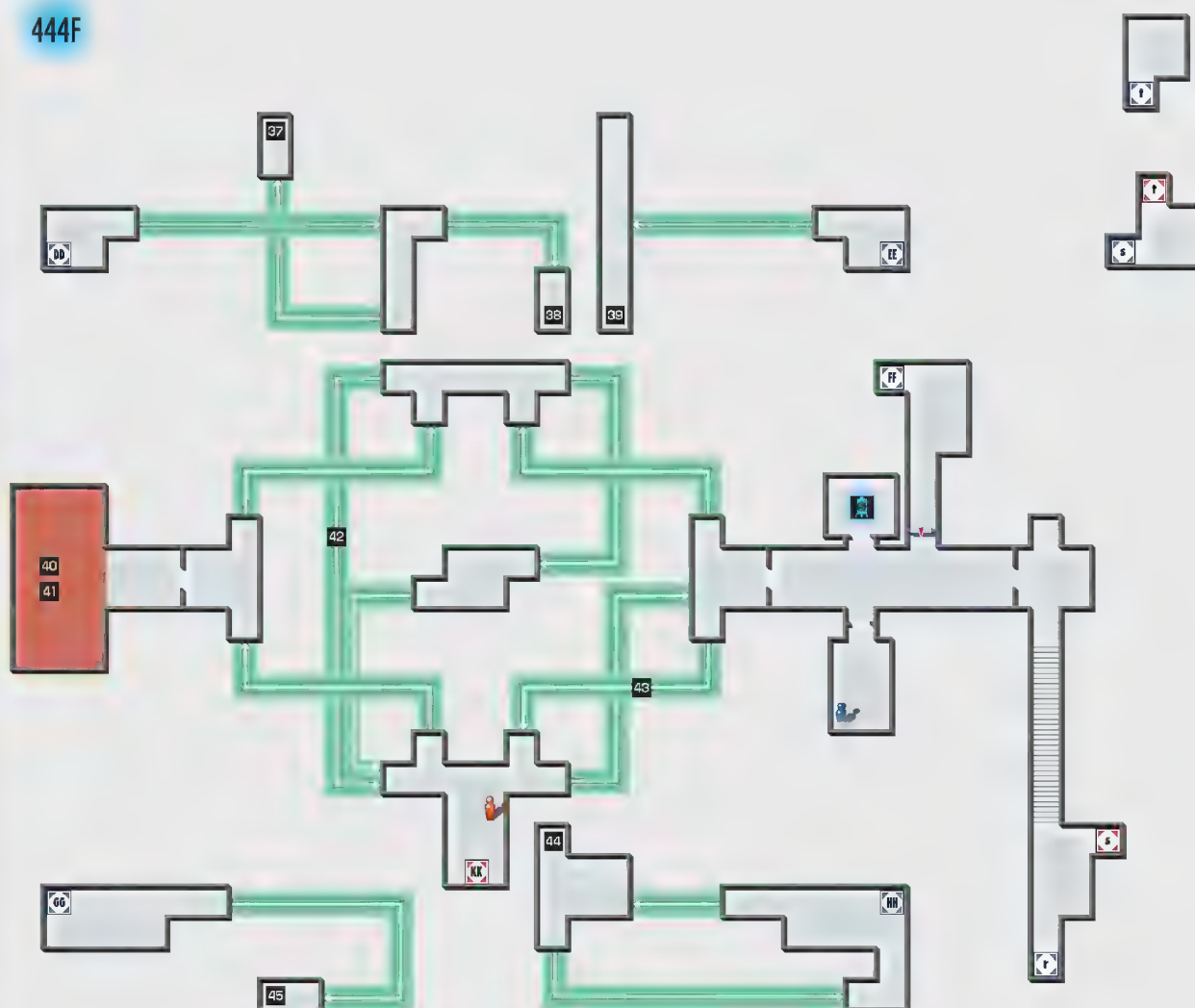
★From here, you can either proceed to the path that leads outside the edge of Kagutsuchi tower, or go to 666F where the 3 altars for the "Stones" are. However if you want to go outside, then you need to take Lifts "HH" or "GG" up to 444F, then fall through a pit (44 or 45) first. ★To get to the area in west side riddled with pits you need to go via the outside pathway to 44F and then fall through a pit (40 or 41) first. From here, if you fall into Pit 35 or 36, then you can get to the two closed-off areas on 418F with treasure in them. One of these has the rare item "Soul-Return" so it is to your advantage to get it as soon as possible.

SHIN MEGAMI TENSEI
NOCTURNE
431F

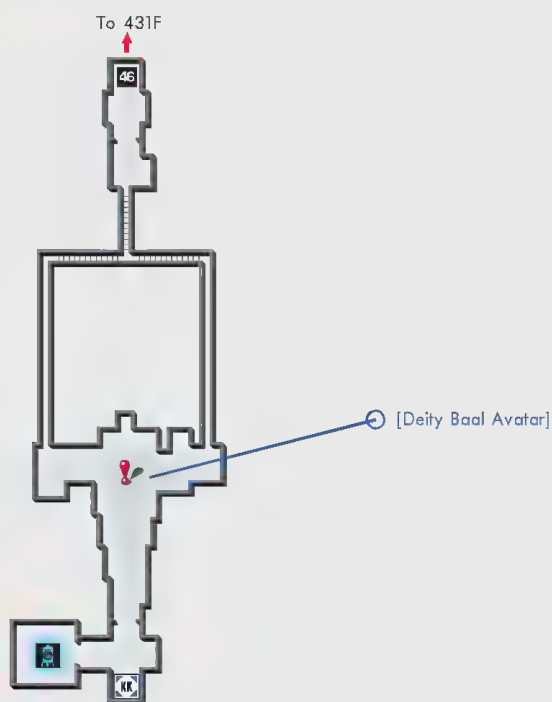
444F

There are more "Light Paths" here. Be careful, as some of the light paths have pits on them. The pits worth falling into are 37, 40, 41, and 43 (to get treasure) or 44 (to advance the game). The other pits will get you nowhere, so they're best avoided.

444F



462F



8-462F

★Boss: Deity Baal Avatar (see p218)
After the fight, you get the Heavenstone.
Unlike Ahriman and Noah, you have to fight this boss no matter which side you are aligned with.

8-666F

★When you offer the three Stones to the three altars, the lift to Kagutsuchi appears. You can put the stones in whatever altars you wish. What happens next depends on what path the protagonist chose. It falls into 3 basic categories:

- 1) Go straight to the ending.
- 2) Go to the ending after fighting Kagutsuchi.
- 3) Go to the ending after fighting Kagutsuchi and one last final battle.

★Boss Battle: Light Kagutsuchi (see p219). ★Boss Battle: Final Boss (see p233).

475F



666F



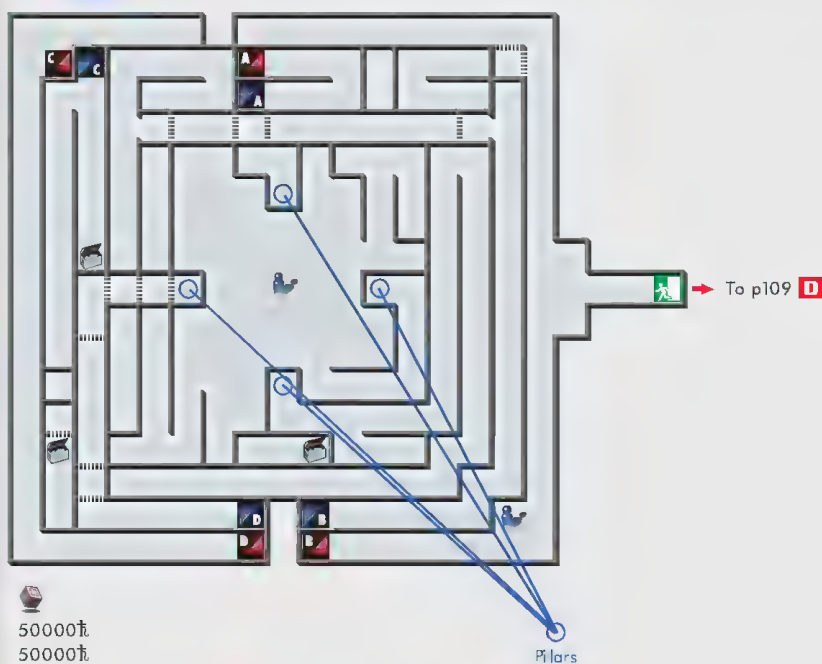
SHIN MEGAMI TENSEI
REVELATIONS
FINAL FANTASY
REMAKE

BANDOU SHRINE

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Deity	Odin	65	Void Ice & Expel / Weak to Force	Phys / Fire / Ice / Curse
Deity	Amaterasu	56	Void Fire & Expel & Death	Fire / Expel
Deity	Atavaka	47	Expel & Death Repel / Weak to Nerve & Mind	Phys / Mind
Megami	Scathach	64	Void Force & Expel & Curse / Weak to Elec	Force / Expel
Megami	Sati	48	Fire Drain / Expel Repel / Weak to Ice	Fire / Mind
Fury	Beiji-Weng	61	Void Expel & Death / Strong to Phys / Weak to Fire	Phys / Expel / Death / Nerve
Lady	Kali	67	Death Repel / Void Fire & Expel / Weak to Ice	Phys / Mind / Curse
Kishin	Mikazuchi	45	Elec Repel / Void Expel / Weak to Force	Elec / Curse
Holy	Chimera	55	Fire Drain / Void Expel / Weak to Nerve & Mind	Phys / Fire / Explode
Holy	Baihu	43	Void Ice & Expel / Weak to Fire	Phys / Ice / Death
Avatar	Barong	60	Expel Repel / Elec Drain / Weak to Death	Phys / Ice / Elec / Nerve
Avatar	Yatagarasu	46	Force & Expel Repel	Force / Expel

1F



50000
50000
50000

Masakado's Grave-Bandou Shrine

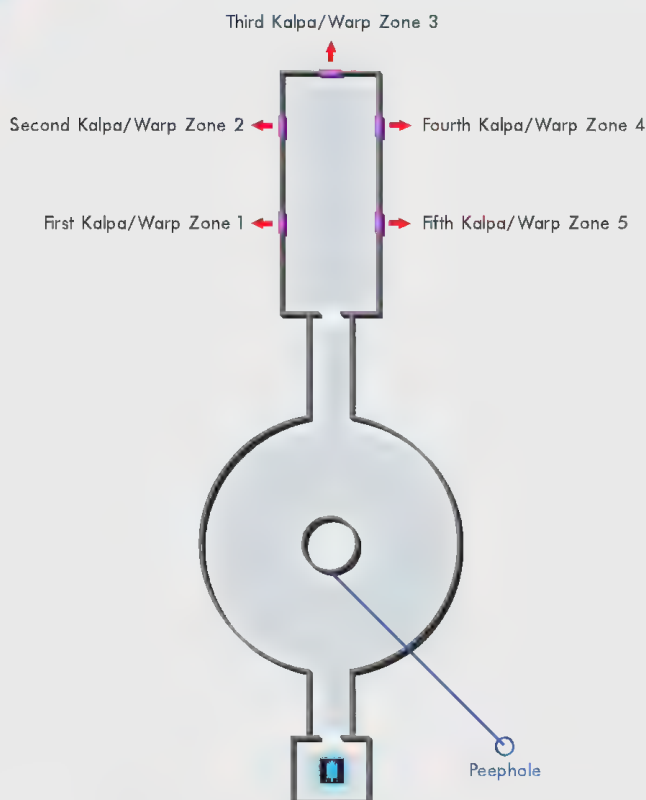
★After getting the Lord's Sword at the Cathedral of Shadows and examining Masakado's Grave in the northeast Marunouchi-Chiyoda area, you can enter the Bandou Shrine. Once you enter, you can go in and out whenever you want. ★Boss Battle [North Pillar]: Kishin Bishamon (see p220). ★Boss Battle [East Pillar]: Kishin Jikoku (see p221). ★Boss Battle [West Pillar]: Kishin Kaumoku (see p220). ★Boss Battle [South Pillar]: Kishin Zouchou. ★After defeating all four Kishin, the center shrine descends and the map changes. Enter the shrine and you will meet Lord Masakado. Your answer to his question does not matter. After the event, you get the Masakados Magatama.

1F
(Shrine Lowered)



LABYRINTH OF AMALA ENTRANCE

1F



1F

★First Visit: After being teleported here from Amala Network 1, the only place you can go is the central room with the peephole. You cannot go to the Terminal or the north room. Through the peephole you will see an event and get the Candelabrum of Sovereignty. After the event, you will be teleported to the Ginza Terminal. ★Second visit and after: After fighting Fiend Matador in the Ginza Underpass, you can teleport to the Terminal. Examine the peephole and you will see an event, and the north room will open. At first you can only use the hole to the First Kalpa/Warp Zone 1. As you place the necessary Candelabrams in the other Kalpas, their respective Warp Zones here will open.

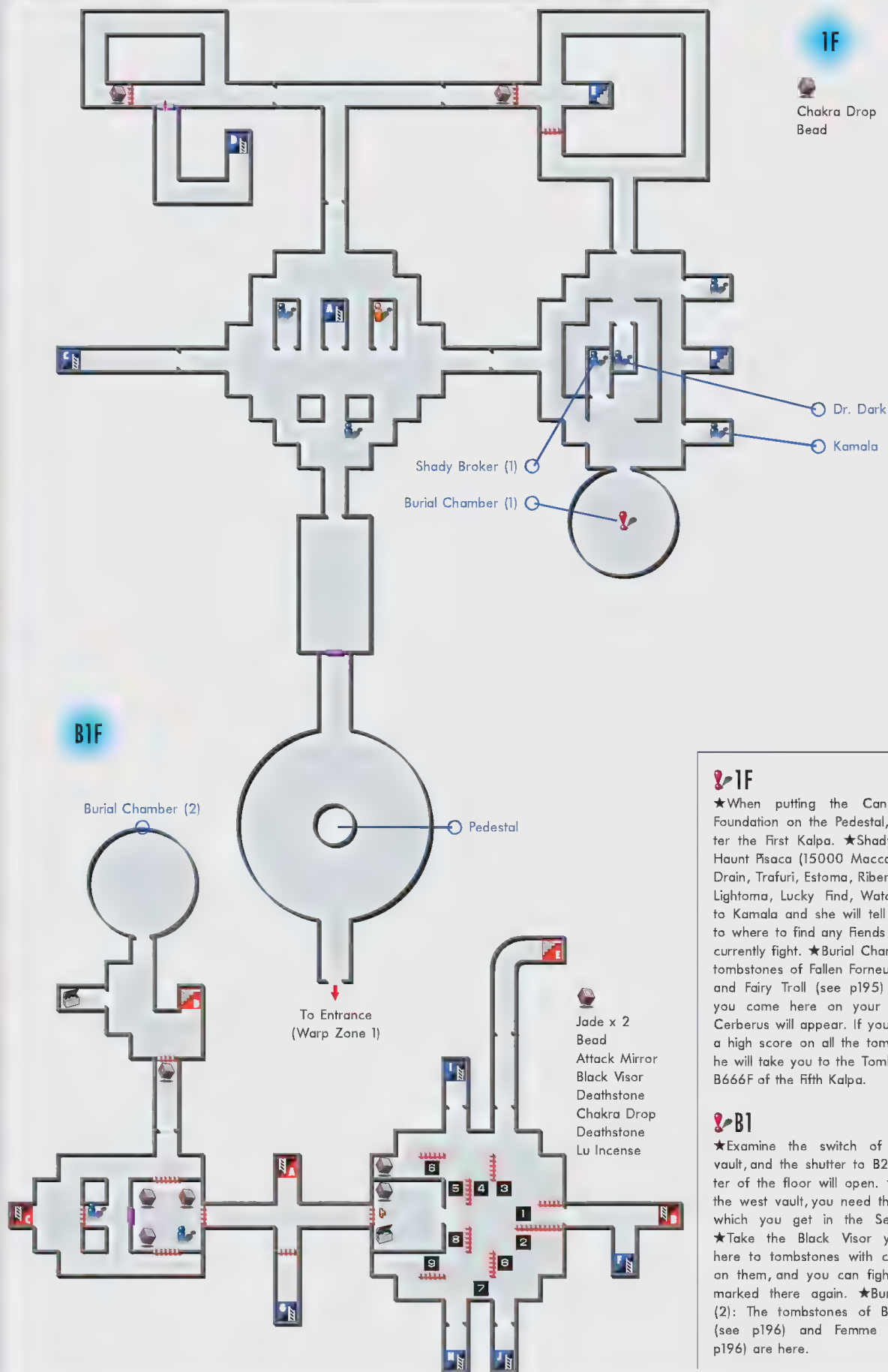
※Labyrinth of Amala Rules:

You cannot talk to any of the demons that appear in the Labyrinth of Amala. To proceed you need to gather Candelabrams and you can see Peephole Events in each Kalpa, but once you enter the Tower of Kagutsuchi this is no longer possible. In other words, if you wish to totally clear the Labyrinth of Amala, you must do it before entering the Tower of Kagutsuchi. Be forewarned.

LABYRINTH OF AMALA FIRST KALPA

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Megami	Sati	48	Fire Drain / Expel Repel / Weak to Ice	Fire / Mind
Element	Flaemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Yoma	Karasu	28	Force Repel / Weak to Curse	Fire
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Koppa	19	Void Force / Weak to Curse	Force / Nerve / Explode
Fairy	Kelpie	26	Ice Strong / Weak to Force	Phys / Nerve / Mind
Fairy	Pyro Jack	19	Fire Drain / Weak to Ice	Fire
Fallen	Berith	37	Fire Drain / Void Death / Strong to Phys / Weak to Ice	Phys / Fire
Fallen	Eligor	29	Void Death / Strong to Phys / Weak to Elec	Phys / Death
Fallen	Forneus	20	Ice Drain / Void Death / Weak to Elec	Phys / Ice / Nerve
Snake	Naga	28	Elec Drain / Weak to Fire	Phys / Elec
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Brute	Oni	25	Strong to Phys / Weak to Nerve	Phys
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Femme	Taraka	20	Void Nerve / Weak to Ice	Phys / Nerve
Vile	Arahabaki	30	Ice Repel / Void Phys & Expel & Death / Weak to All Else	Ice / Death
Night	Incubus	25	Void Curse & Mind / Weak to Force	Almighty / Death / Mind
Night	Lilim	8	Void Elec / Weak to Ice	Elec / Mind
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Wilder	Raiju	25	Elec Drain / Void Death / Weak to Force	Phys / Elec
Haunt	Pisaca	28	Void Death & Curse & Mind / Weak to Fire	Phys / Almighty / Curse / Nerve / Mind
Haunt	Chatterskull	20	Fire Drain / Void Death / Weak to Expel & Curse	Phys / Nerve / Explode
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse



1F

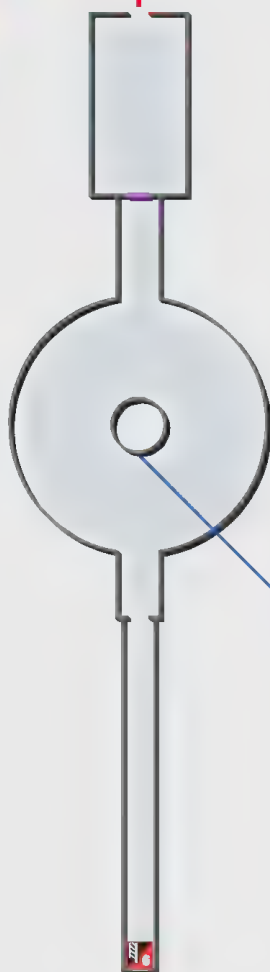
★When putting the Candelabrum of Foundation on the Pedestal, you can enter the First Kalpa. ★Shady Broker (1): Haunt Pisaca (15000 Macca/Skills = Life Drain, Trafuri, Estoma, Riberama, Liftoma, Lightoma, Lucky Find, Watchful). ★Talk to Kamala and she will tell you hints as to where to find any Fiends that you can currently fight. ★Burial Chamber (1): The tombstones of Fallen Forneus (see p193) and Fairy Troll (see p195) are here. If you come here on your second play, Cerberus will appear. If you have gotten a high score on all the tombstones, then he will take you to the Tomb of Yami on B666F of the Fifth Kalpa.

B1

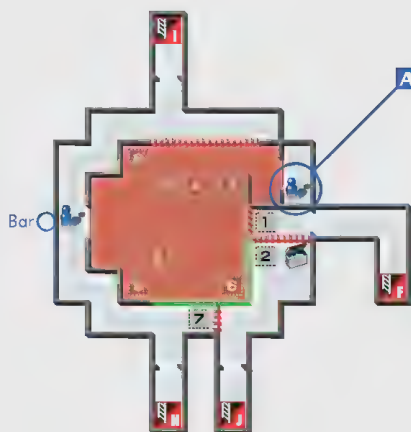
★Examine the switch of the eastern vault, and the shutter to B2F in the center of the floor will open. ★To get into the west vault, you need the Moon Key which you get in the Second Kalpa. ★Take the Black Visor you can get here to tombstones with certain writing on them, and you can fight the bosses marked there again. ★Burial Chamber (2): The tombstones of Beast Orthrus (see p196) and Femme Yaksini (see p196) are here.

B2

Second Kalpa
(Warp Zone 2)



Peephole



Chakra Pot

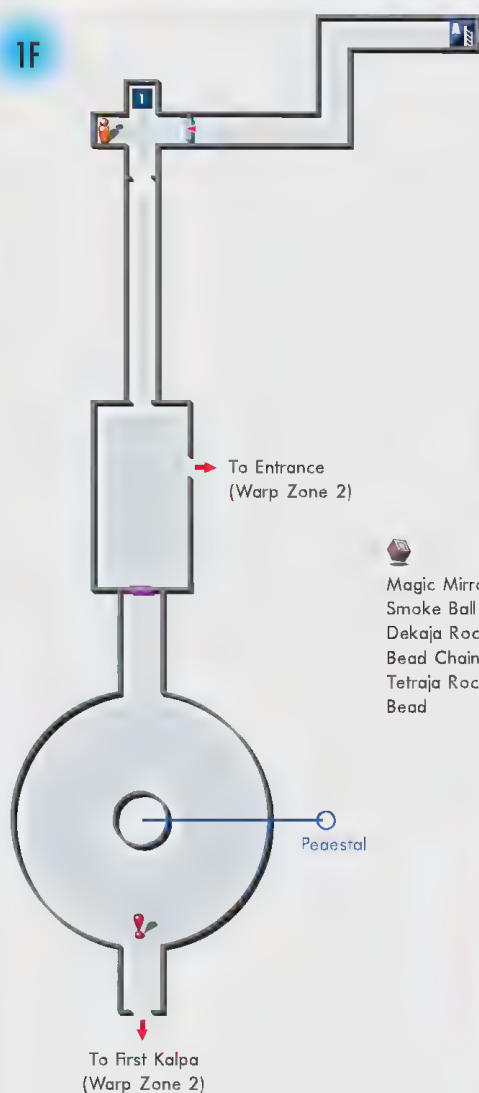
B2

★Talk to the Saul at **A** and pay him the 2000 Macca he asks for, and he will give you a hint on how to get by the pits in the East Vault on B1F. ★Examine the Peephole and after the event therein, the door to the Warp Zone connecting to the Second Kalpa opens. After this, you can hear a story about the Vortex World whenever you want (this works on the peepholes in all Kalpas).

LABYRINTH OF AMALA SECOND FLOOR

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Fallen	Flauros	68	Death Repel / Weak to Nerve	Phys
Brute	Shiki-Ouji	54	Expel & Death Repel / Void Phys / Weak to Fire	Phys / Expel / Death / Nerve
Brute	Ikusa	44	Void Nerve / Weak to Force	Phys / Death
Brute	Oni	25	Strong to Phys / Weak to Nerve	Phys
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Vile	Tao Tie	65	Void Death / Weak to Curse	Almighty / Death
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Weak to Fire	Phys / Ice / Force
Wilder	Mothman	43	Void Fire & Death / Weak to Elec	Death / Mind
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Wilder	Raiju	25	Elec Drain / Void Death / Weak to Force	Phys / Elec
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Weak to Elec	Phys / Nerve / Mind
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Black Ooze	28	Void Death / Strong to Phys / Weak to Elec & Expel	Almighty / Curse / Mind
Foul	Blob	16	Void Death / Strong to Phys / Weak to Ice & Expel	Phys / Force / Curse
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind
Foul	Slime	6	Void Death / Strong to Phys / Weak to Fire & Expel	Mind / Explode
Foul	Will o' Wisp	1	Void Death / Strong to Phys / Weak to All Magic & Expel	Almighty



1F

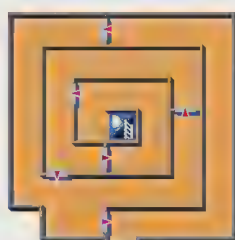
★When you enter the Pedestal Room, a Mysterious Voice will threaten you. There is a choice given, but no matter how you answer the outcome of the game does not change. ★When placing the Candelabrum of Dignity and the Candelabrum of Eternity on the pedestals, the door into the Second Kalpa will open, and you can use the Warp Zone to travel back and forth to the entrance.

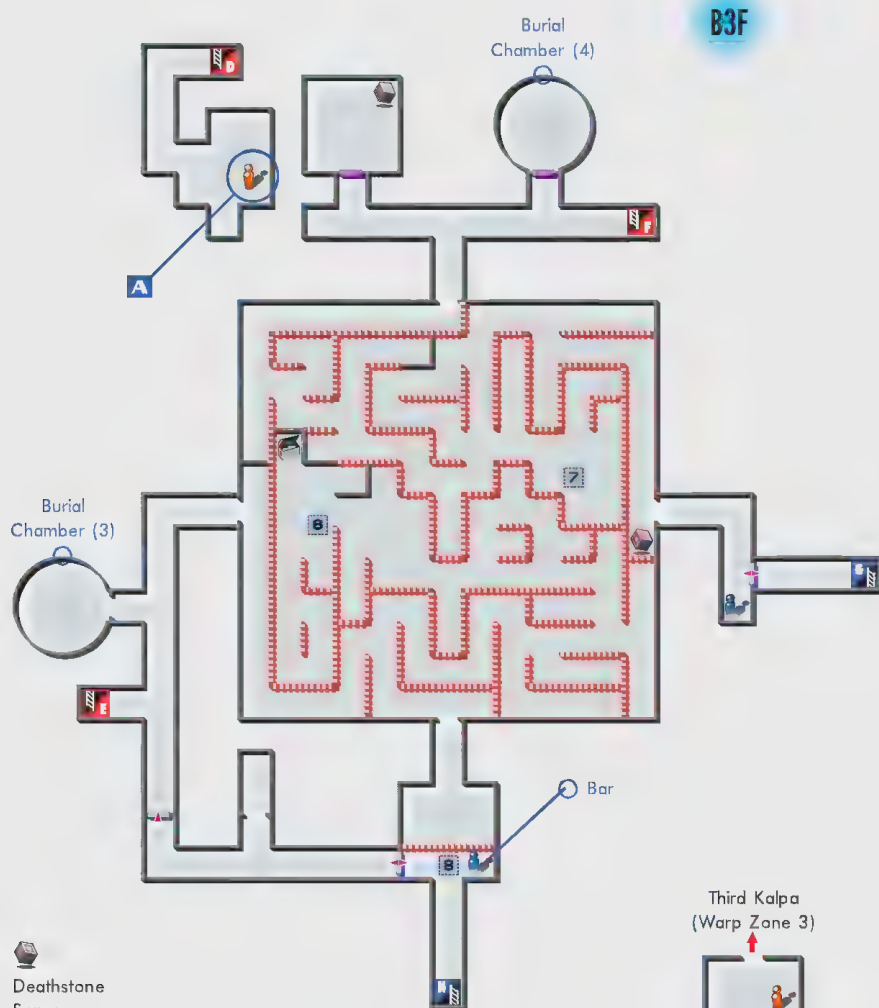
B1F

★The silver door opened by the Moon Key here provides the quickest route to B4. (and the Warp Zone leading to the Third Kalpa)

B2F

★Shady Broker (2): Wilder Nue (30000 Macca/Skills = Prayer, Mepatra, Mutudi, Posumudi, Paraladi, Petradi, Samrearm, Mana Refill). ★In the Northeastern cursed area, your HP are cut in half with each block you walk. Rather than worrying about healing yourself, it is better to use Estoma to reduce encounters, and then flee with Trafuri if you get in a battle. The Pisaca sold by Shady Broker (1) has both these skills. When you defeat Tyrant Beelzebub on the Fourth Kalpa, the curse is broken and the area returns to normal.





B3F

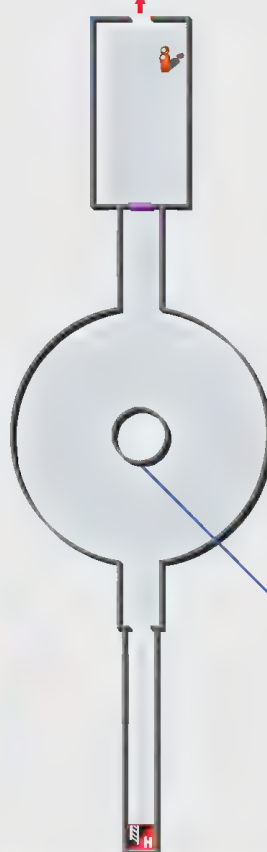
B3

★The walls in the central room, other than those at the edges, appear whenever you get near them. ★Burial Chamber (3): The tombstones of Night Kaiwan (see p200) and Fallen Ose (see p200) are here. ★Burial Chamber (4) (Requires Moon Key to enter): The tombstones of Snake Mizuchi (see p201) and the Moirae Sisters (see p205) are here. ★The NPC Efreet at point A will give you 250,000 Macca if you come talk to him when the area before him is cursed. Once the curse is broken and you talk to him, he'll give you information about the Star Key.

B4

★After getting the Moon Key, you can enter into the West Vault of the First Kalpa, the Burial Chamber on B3F of the Second Kalpa, and the Peephole Chamber on B4F of the Second Kalpa. ★Examine the Peephole, and after the event, you can enter the Warp Zone to the Third Kalpa. In addition, from this point afterwards, you can hear a story about Hikawa whenever you want from the Peepholes (this works on the holes in all the Kalpas).

Third Kalpa
(Warp Zone 3)



B4F

Peephole

Moon Key

SHIN MEGAMI TENSEI
REVELATIONS
A-000000

LABYRINTH OF AMALA THIRD KALPA

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Deity	Amaterasu	56	Void Fire & Expel & Death	Expel
Deity	Atavaka	47	Expel & Death Repel / Weak to Nerve & Mind	Phys / Nerve
Kishin	Mikazuchi	45	Elec Repel / Void Expel / Weak to Force	Elec
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	--
Yoma	Efreet	52	Fire Drain / Weak to Ice	Fire
Yoma	Jinn	44	Force Drain / Weak to Nerve	Explode
Yoma	Onkot	37	Strong to Phys / Weak to Curse & Nerve	--
Fairy	Oberon	46	Strong to Phys / Weak to Curse	--
Fairy	Setanta	43	Force Repel / Weak to Curse & Nerve	Phys
Fairy	Troll	38	Ice Drain / Weak to Mind	Ice
Fairy	Kelpie	26	Strong to Ice / Weak to Force	Mind
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel / Curse
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind
Fallen	Ose	45	Void Death / Weak to Nerve	--
Fallen	Berith	37	Fire Drain / Void Death / Strong to Phys / Weak to Ice	Fire
Snake	Raja Naga	37	Elec Drain / Strong to Phys / Weak to Fire	Elec
Snake	Naga	28	Elec Drain / Weak to Fire	Elec
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Fire / Nerve
Beast	Sparna	54	Force Repel / Void Ailment Attacks	--
Jirae	Titan	49	Void Force / Weak to Elec	Fire
Jirae	Sudama	13	Strong to Force / Weak to Fire	Explode
Brute	Ikusa	44	Void Nerve / Weak to Force	Phys / Death
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	--
Femme	Yaksini	43	Void Force / Weak to Elec	Nerve / Mind
Vile	Pazuzu	45	Void Death / Weak to Ice	Force / Death / Nerve
Vile	Baphomet	33	Death Repel / Weak to Expel	Death
Vile	Arahabaki	30	Ice Repel / Void Phys & Expel & Death / Weak to All Else	--
Tyrant	Loki	52	Strong to Phys & All Magic & Ailment Attacks	Curse
Night	Queen Mab	56	Strong to All Magic	Mind / Assist
Night	Loa	53	Void Death & Curse & Nerve / Weak to Expel	Death / Explode
Night	Kaiwan	47	Void Death / Strong to All Magic / Weak to Expel	--
Night	Succubus	37	Void Mind / Weak to Expel	Mind
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind
Haunt	Psaca	28	Void Death & Curse & Mind / Weak to Fire	Phys / Almighty / Nerve / Mind / Special
Haunt	Preta	4	Void Death / Weak to All Magic	Phys
Avatar	Yatagarasu	46	Force & Expel Repel	Force / Expel

About the enemies on the Third Kalpa: In the Labyrinth of Amala, each Kalpa has a special set of enemies, and the most notable examples on this Kalpa are the areas on 1F. The "St" area has Titan, Ose, Yaksini, Onkot, Ara Mitama, Cerberus, and other demons high in strength, and likewise the "Ma" area has demons with high Magic stats like Efreet, Pazuzu, Jinn, Baphomet, Sudama, and Queen Mab. The "Lu" area is somewhat different. 13 types of demons appear: Kaiwan, Loki, Arahabaki, Decarabia, Momunofu, Fomor, Preta, Kelpie, Psaca, Yatagarasu, Sparna, and Loa. What is special about this area is that the demons appear in continuous battles in "word chains" whereby the last syllable of one demon's Japanese name is the first syllable of the next one to appear. For example, Decarabia, Arahabaki, Kaiwan, and since 'Kaiwan' ends in an 'N' syllable, that is the end. Therefore, the last battle will always be against Kaiwans. The longest chain is 7 fights, Kelpie, Psaca, Yatagarasu, Sparna, Naga, Preta, Kaiwan. There will be times where you initially fight a Kaiwan and then that's it, but you'll often get the chance to enjoy the "name game" multiple times as well.

○ Stat Check Door destinations

"St" Area

Door ①	St 20 or more	Pass
	St less than 15	Won't open
Door ②	St 25 or more	Pass
	St less than 20	Pass
Door ③	St 25 or more	Pass
	St less than 25	Pass

"Ma" Area

Door ①	Ma 15 or more	Pass
	Ma less than 15	Won't open
Door ②	Ma 20 or more	Pass
	Ma less than 20	Pass
Door ③	Ma 25 or more	Pass
	Ma less than 25	Pass

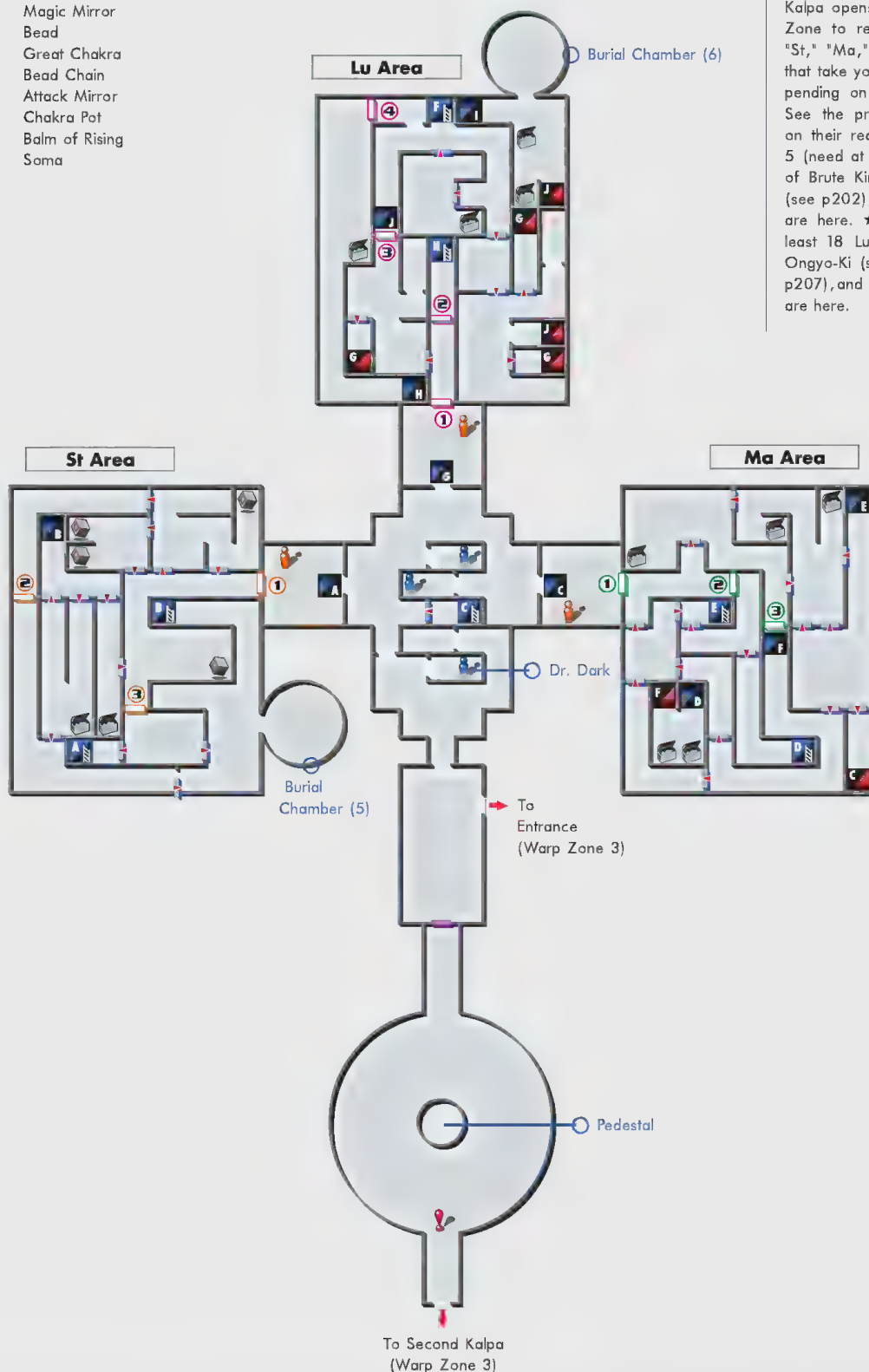
"Lu" Area

Door ①	Lu 10 or more	Pass
	Lu less than 10	Won't open
Door ②	Lu 14 or more	Pass
	Lu less than 14	Pass
Door ③	Lu 16 or more	Pass
	Lu less than 16	Pass
Door ④	Lu 18 or more	Pass
	Lu less than 18	Pass

1F



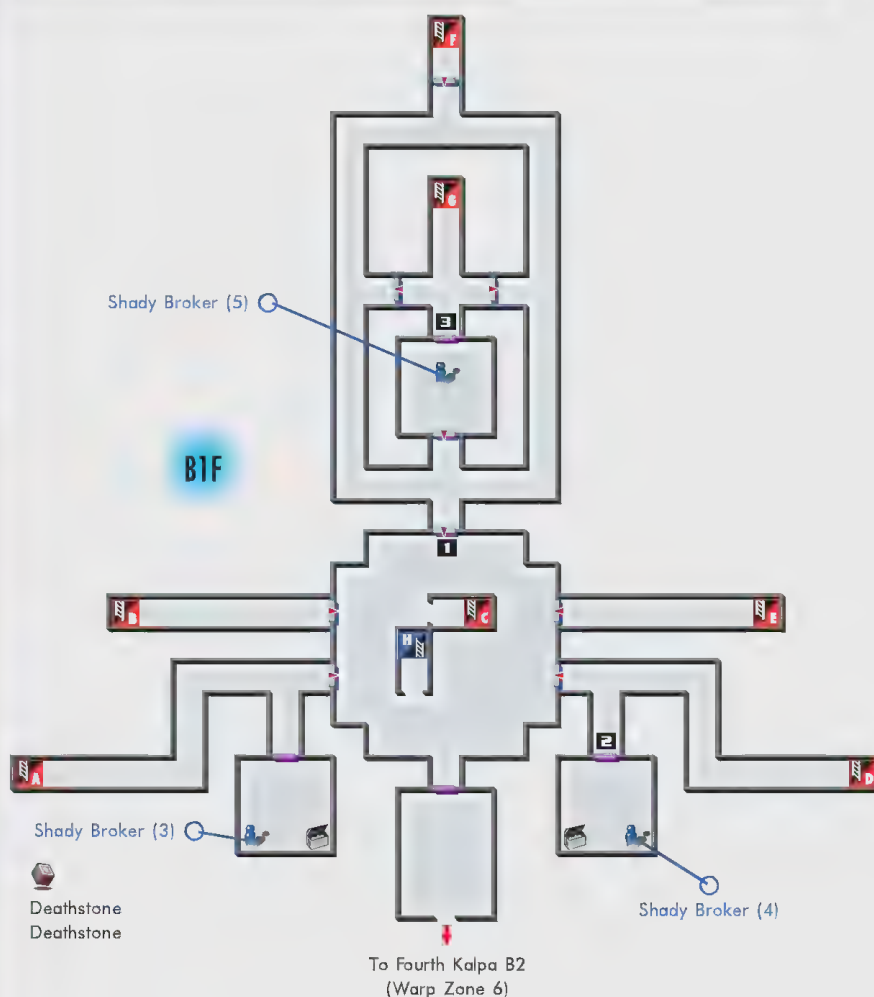
St Incense
Ma Incense
Deathstone
Magic Mirror
Bead
Great Chakra
Bead Chain
Attack Mirror
Chakra Pot
Balm of Rising
Soma



1F

★In the Pedestal chamber, the Four Horsemen (Fiend White Rider, Red Rider, Black Rider, and Pale Rider) appear. After this event, you can fight each one of them, starting in front of the Asakusa Terminal. ★When you put the Candelabrum of Compassion, the Candelabrum of Insight, and the Candelabrum of Wisdom on the Pedestals, the door to the Third Kalpa opens, and you can use the Warp Zone to return to the entrance. ★The "St," "Ma," and "Lu" areas have doors that take you to different destinations depending on your protagonist's statistics. See the previous page for information on their requirements. ★Burial Chamber 5 (need at least 15 St): The tombstones of Brute Kin-Ki (see p202), Brute Sui-Ki (see p202), and Brute Fuu-Ki (see p203) are here. ★Burial Chamber 6 (need at least 18 Lu): The tombstones of Brute Ongyo-Ki (see p203), Tyrant Mara (see p207), and Night Black Frost (see p208) are here.

SHIN MEGAMI TENSEI
NIGHT
BLACK
FROST



B2F



B1F

★Door 1 will only open if the protagonist's alignment is DARK. Inside is Shady Broker (3): Haunt Preta (150,000 Macca/Skills = Megido, Megidola, Megidolaon, Mediarahan, Samrecarm, Tetrakarn, Makarakarn, Recarmdra). However, this Preta doesn't have enough MP to use his skills. ★Door 2 will only open if the protagonist's alignment is LIGHT. Inside is Shady Broker (4): Vile Arahabaki (70,000 Macca/Skills = Drain Attack, Tetrakarn, Makarakarn, Tetraja, Rakukaja, Sukukaja, Dekaja, Dekunda). ★Door 3 will only open if the protagonist's alignment is NEUTRAL. Inside is Shady Broker (5): Deathstone (100,000 Macca). ★To enter Warp Zone 6, you need the Star Key. It leads to a room with a switch in B2F of the Fourth Kalpa.

B2F

★1 has an event where you meet Dante. No matter what you say, Chase Event 1 starts as soon as you enter the door. ★After the end of the Chase Event, if you enter the center room after defeating Night Black Frost in Kabukicho Prison, then there is an event where Black Frost joins your party. If your stock is full he can't join you, but from this point onwards you can create him through Fusion.

Chase Event 1

★You must activate two switches and unlock the door and climb down the latter to B3F without getting caught by Dante. By running in a zigzag fashion it is possible to dodge Dante's shots to a certain extent. If you're caught, a fight with Dante begins, and after he flees you will be returned to the starting point.

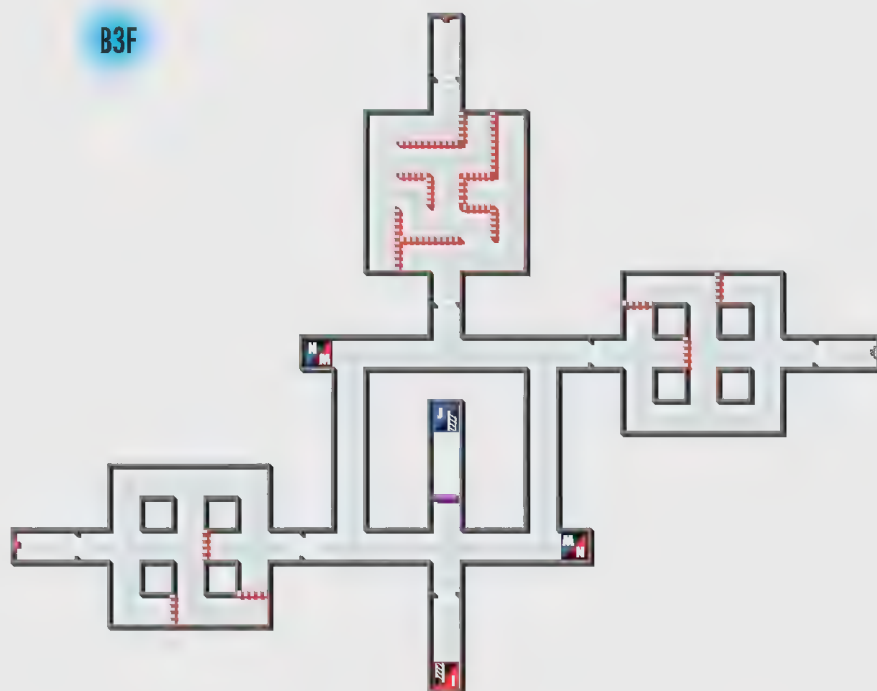
Strategy Step 1: At first Dante appears in front of you, so use the "rotary" corridor to get around him and proceed to the far door.

Strategy Step 2: Dante counts down before pursuing. After walking 2-3 blocks he starts to chase you. Enter the center room from either of the doors, and Dante will appear from the door on the opposite side of the room.

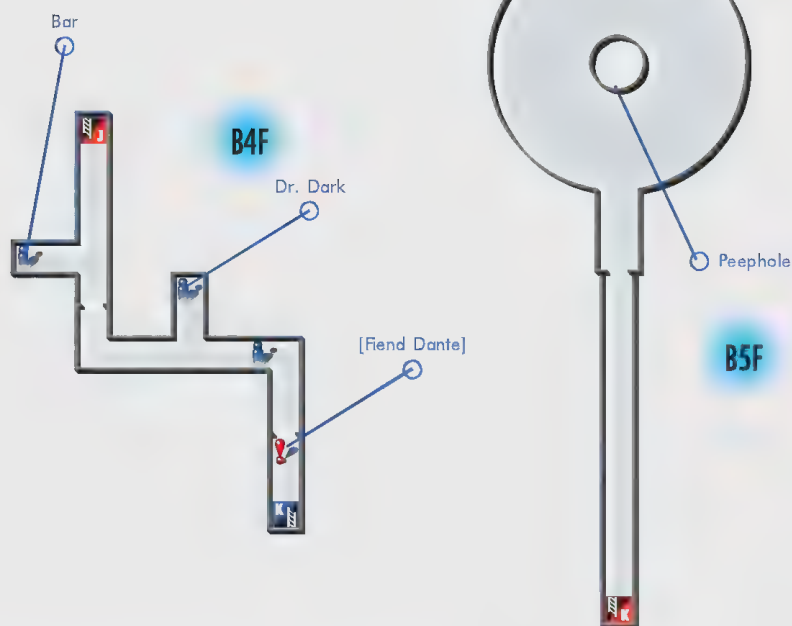
Strategy Step 3: When entering a switch room, Dante will wait outside the door of the other switch room. After leaving the switch room, exit out to the main corridor and run around to the other side to hit the second switch.

Strategy Step 4: When you activate both switches, Dante will wait for you in front of the formerly locked door. When you get close to him he'll start chasing you again, so run to the southwest warp point. After Dante gets far enough away from the door, warp to the Northeast corner and head for the ladder to B3F.

B3F



To Fourth Kalpa
(Warp Zone 4)



B3F

★When going through the door after descending from B2F, Chase Event 2 starts.

Chase Event 2

★You must activate 3 switches to unlock the door, then descend the ladder to B4F without getting caught by Dante. If you get caught by Dante, after he flees the battle you will be sent back to this floor's start point.

Strategy Step 1: Until you enter one of the three rooms and activate a switch, Dante will not start chasing you. When you enter the "maze room" after activating a switch, Dante will come in from the opposite door. The walls you cannot see until up close make things difficult, but there is always at least one place where you can avoid Dante by having him chase you around a pillar (for example, the lower-right pillar in the Eastern "maze room"). Once you get out of the maze room, Dante will leave you alone for a short period.

Strategy Step 2: Like Step 1, you need to activate the second switch. Escaping from Dante follows the same pattern.

Strategy Step 3: After activating all three switches, Dante will wait for you in front of the formerly locked door. When you get close he'll start chasing you again, so run to the Northwest warp point. Once Dante gets close, warp to the Southeast, and head for the ladder down to B4F.

B4F

★After opening the door before the ladder down to B5F, you fight Fiend Dante (see p222). Defeat him and you'll get the Candelabrum of Knowledge.

B5F

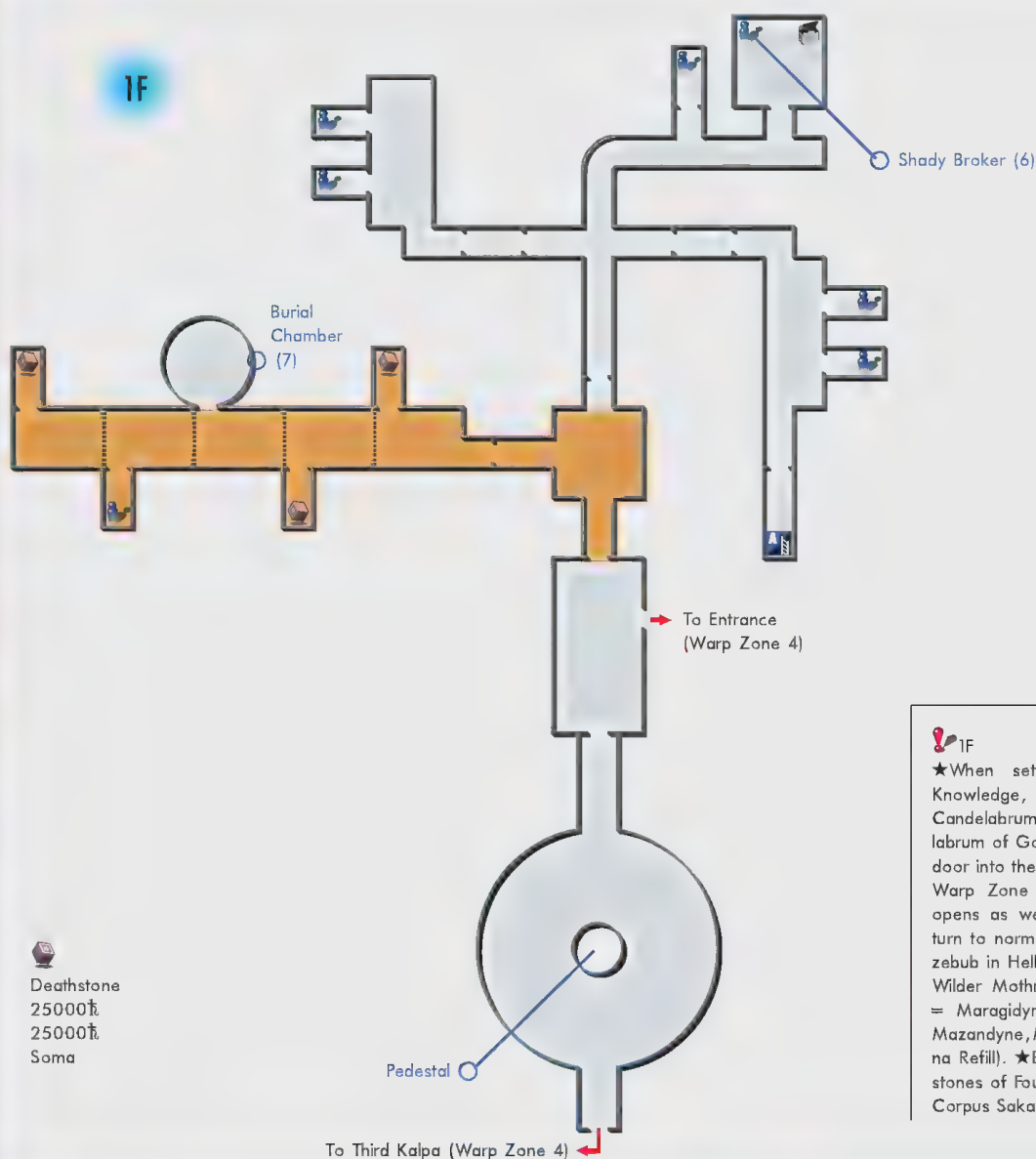
When you examine the Peephole, after the event the door will open and you can use the Warp Zone to get to the Fourth Kalpa. In addition, from here on after, you can hear about Aradia from the Peepholes whenever you want (this works on all the Kalpas).

SHIN MEGAMI TENSEI
DEVIL MAY CRYE

LABYRINTH OF AMALA FOURTH KALPA

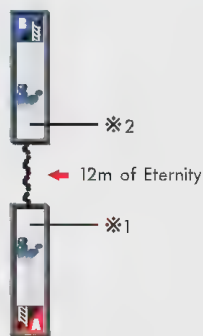
DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Holy	Chimera	55	Fire Drain / Void Expel / Weak to Nerve & Mind	Phys / Fire / Explode
Fallen	Flauros	68	Death Repel / Weak to Nerve	Phys
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Snake	Quetzalcoatl	55	Void Ice / Strong to Phys / Weak to Elec	Phys / Death / Curse
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force
Femme	Dakini	52	Strong to Fire / Weak to Ice	Phys / Fire / Death / Curse
Vile	Tao Tie	65	Void Death / Weak to Curse	Almighty / Death
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Mot	91	Void Expel & Death & Ailment Attacks / Weak to Elec	Fire / Force / Almighty
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Tyrant	Loki	52	Strong to Phys & All Magic & Ailment Attacks	Ice / Curse
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Night	Loa	53	Void Death & Curse & Nerve / Weak to Expel	Phys / Death / Curse / Explode
Haunt	Rakshasa	63	Death Repel / Weak to Elec & Expel	Phys / Almighty / Nerve
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Pisaca	28	Void Death & Curse & Mind / Weak to Fire	Phys / Almighty / Curse / Nerve / Mind
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Haunt	Preta	4	Void Death / Weak to All Magic	Phys
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak to Expel	Phys / Elec / Force / Death / Curse
Corpus	Manikin	13	Void Expel & Death	Nerve / Mind

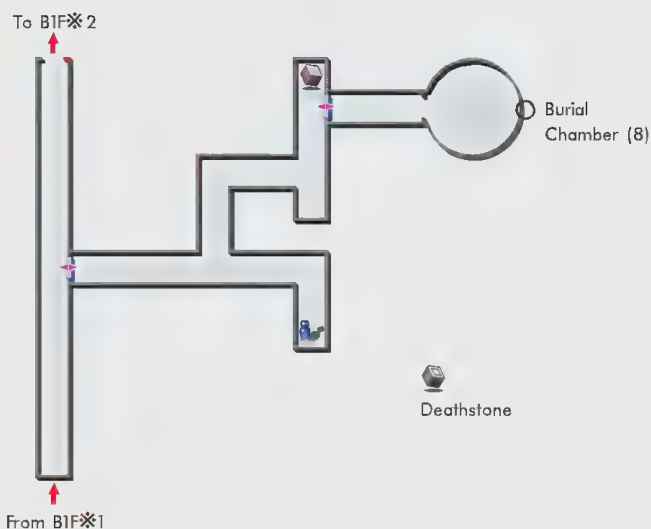


★When setting the Candelabrum of Knowledge, Candelabrum of Majesty, Candelabrum of Beauty and the Candelabrum of Godliness on the pedestals, the door into the Fourth Kalpa opens, and the Warp Zone that leads to the entrance opens as well. ★The Cursed Areas return to normal if you defeat Tyrant Beelzebub in Hell's Hall. ★Shady Broker (6): Wilder Mothman (50,000 Macca: Skills = Maragidyne, Mabufudyne, Mazidyne, Mazandyne, Mamudoon, Megidolaon, Mana Refill). ★Burial Chamber 7: The tombstones of Foul Specter 3 (see p208) and Corpus Sakahagi (see p207) are here.

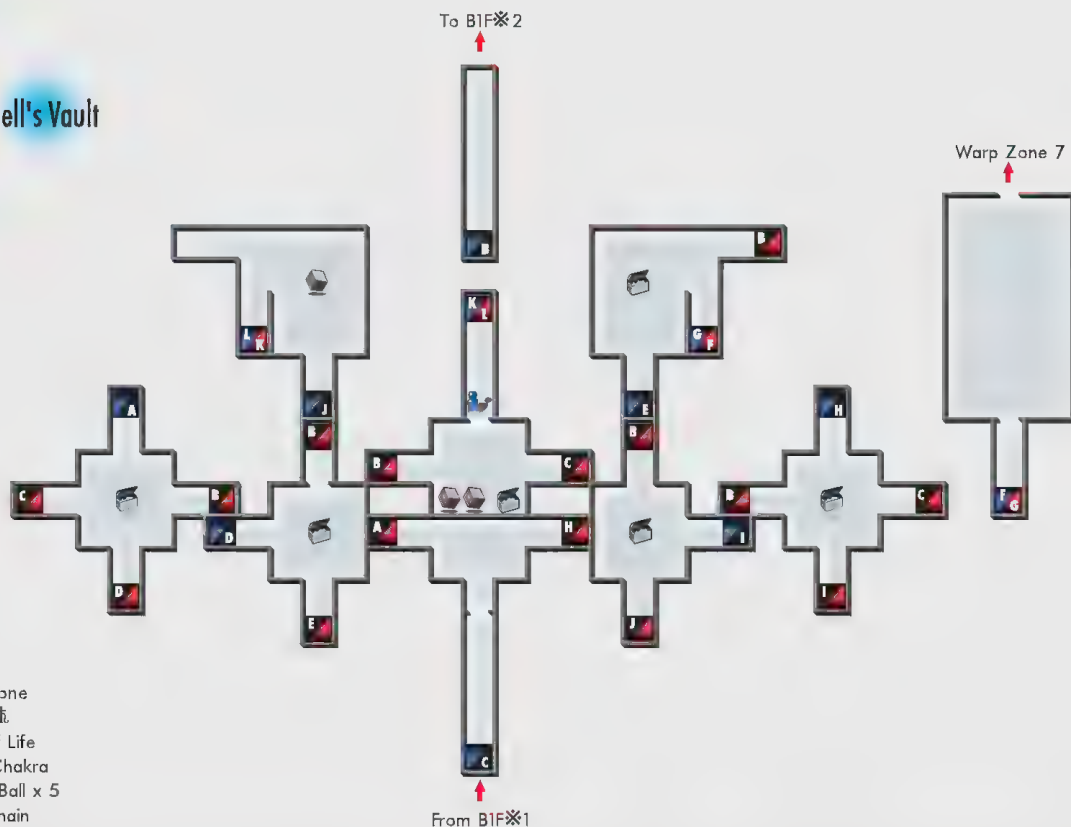
B1F



The Road to Hell



Hell's Vault



B1F

The 12 Meters of Eternity here warp you to different places depending on the phase of Kagutsuchi. The warps only work from South to North; the route from North to South is direct.

12 Meters of Eternity WARP DESTINATIONS

Place	Kagutsuchi Phase
The Road to Hell	1/8, 3/8, 5/8, 7/8
Hell's Maze	2/8, 6/8
Hell's Vault	HALF, FULL
Hell's Hall	NEW

The Road to Hell

★Burial Chamber 8 (past the hidden hallway): The tombstones of Tyrant Aciel (see p208), Lady Skadi (see p209), and Entity Albion (see p210) are here.

Hell's Vault

★There are lots of warps here. The shortest route to all the treasure is the following: H, I, J, K, C, Start area, A, D, G, 13, Play Warp Zone 7, 14, B, Exit. ★The Soul of an old man will accuse you of being in too much of a hurry. After he asks you his question and the choices are displayed, wait at least 3 minutes before answering. He will let you by. ★The exit and entrance of Warp Zone 7 is the same. It is not there to bring you between two places (it's a bonus warp).

SHIN MEGAMI TENSEI
HELL'S VAULT

HELL'S VAULT

HELL'S VAULT

HELL'S VAULT

HELL'S VAULT

Hell's Maze



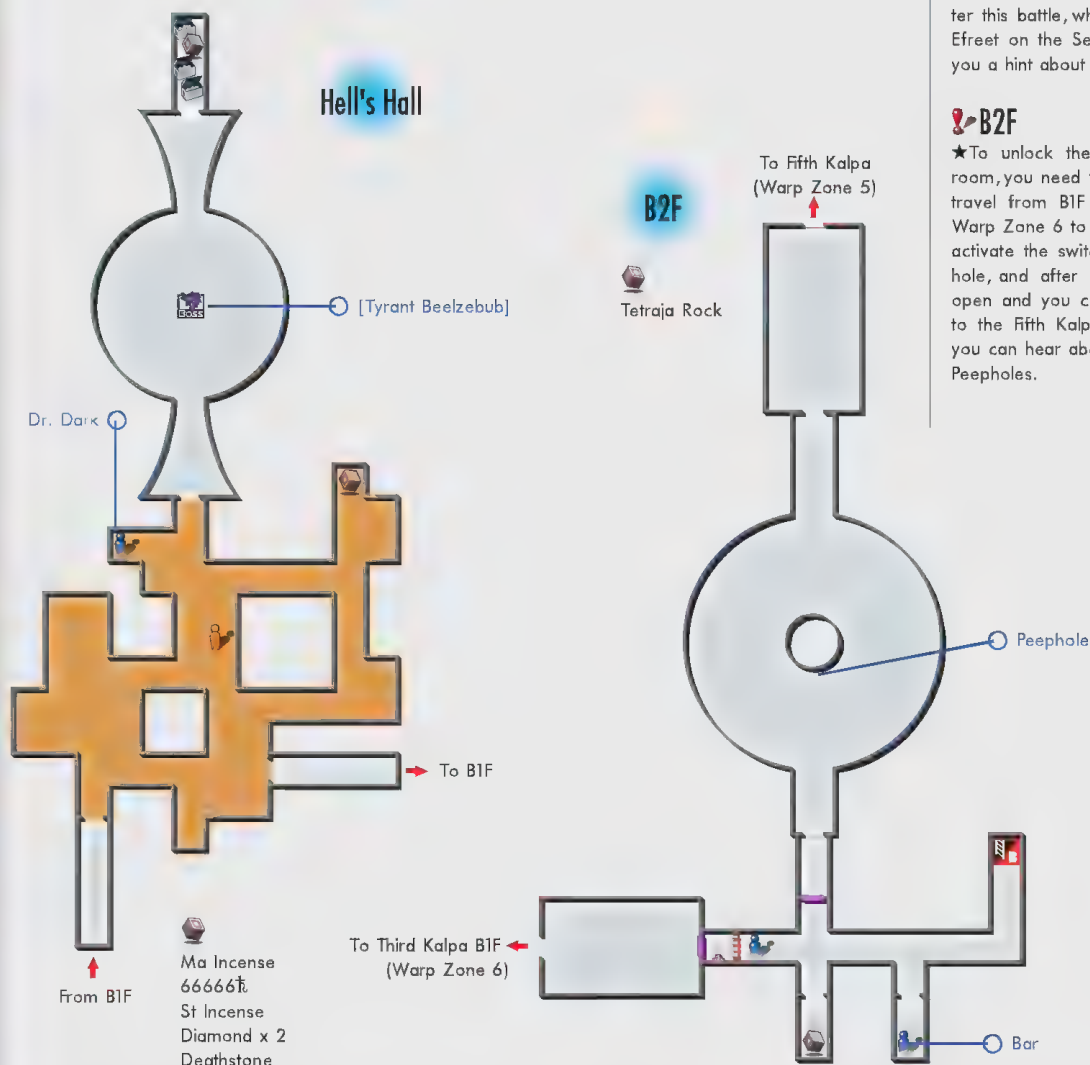
Hell's Maze

★When you talk to the Soul by the exit, it will give you a hint about the Afterlife Bell. After hearing this and going to Zoshigaya Cemetery, you can get the Afterlife Bell. ★There's an event where you talk to a young Soul. Come after getting the Afterlife Bell and you will be able to fuse Kishin Futamimi. ★Here, you'll speak to an old Soul. Return here after you get the Afterlife Bell and you'll be able to fuse Foul Sakahagi. ★After seeing both the young man and the old man's Afterlife Bell events and looking in a Peephole (Any Kalpa's is fine), you will learn about the Manikins.

Hell's Hall

★The cursed area will return to normal when you defeat Tyrant Beelzebub. In addition, if you want to fight Beelzebub during a specific Kagutsuchi phase, the shortest distance to his chamber takes 2/8 a cycle to reach (you can stop and visit Dr. Dark and still make this time). ★Boss Battle [Entering the Wicked King's Hall]: Tyrant Beelzebub (see p231). After this battle, when you talk to the NPC Efreot on the Second Kalpa, he will give you a hint about the Star Key.

Hell's Hall



B2F

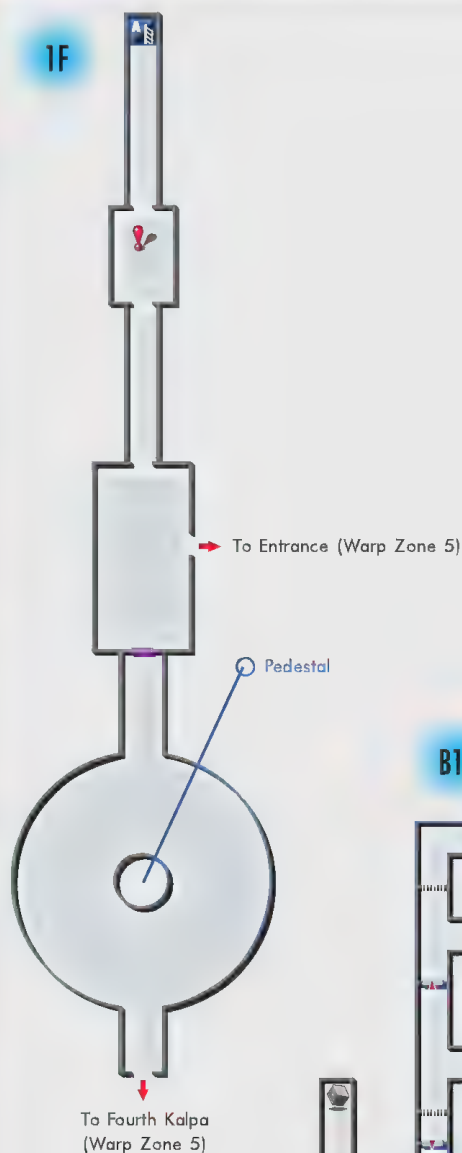
★To unlock the door to the Peephole room, you need to get the Star Key, then travel from B1F of the Third Kalpa via Warp Zone 6 to the west room, and then activate the switch. ★Examine the Peephole, and after the event the door will open and you can take the Warp Zone to the Fifth Kalpa. In addition, after this, you can hear about Hijiri from any of the Peepholes.

LABYRINTH OF AMALA FIFTH FLOOR

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Deity	Odin	65	Void Ice & Expel / Weak to Force	Phys / Fire / Ice / Curse
Megami	Scathach	64	Void Force & Expel & Curse / Weak to Elec	Force / Expel
Megami	Sati	48	Fire Drain / Expel Repel / Weak to Ice	Fire / Mind
Lady	Kali	67	Death Repel / Void Fire & Expel / Weak to Ice	Phys / Mind / Curse
Holy	Chimera	55	Fire Drain / Void Expel / Weak to Nerve & Mind	Phys / Fire / Explode
Holy	Baihu	43	Void Ice & Expel / Weak to Fire	Phys / Ice / Death
Yoma	Onkot	37	Strong to Phys / Weak to Curse & Nerve	Phys
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Isora	14	Strong to Ice / Weak to Fire	Phys / Ice / Curse
Yoma	Apsaras	8	Elec Drain / Weak to Fire	Mind
Fairy	Titania	57	Expel & Death Repel / Strong to All Magic	Ice / Mind
Fairy	Kelpie	26	Strong to Ice / Weak to Force	Phys / Nerve / Mind
Fairy	High Pixie	10	Strong to Elec	Force
Fairy	Pixie	2	Strong to Elec	Elec
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Fallen	Flauros	68	Death Repel / Weak to Nerve	Phys
Fallen	Forneus	20	Ice Drain / Void Death / Weak to Elec	Phys / Ice / Nerve
Snake	Yurlungur	66	Void All Magic / Weak to Ailment Attacks	Elec / Force
Snake	Quetzalcoatl	55	Void Ice / Strong to Phys / Weak to Elec	Phys / Death / Curse
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Femme	Dakini	52	Strong to Fire / Weak to Ice	Phys / Fire / Death / Curse
Femme	Taraka	20	Void Nerve / Weak to Ice	Phys / Nerve
Vile	Mada	83	Phys Drain / Void Death / Weak to Curse	Phys / Mind
Vile	Tao Tie	65	Void Death / Weak to Curse	Almighty / Death
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Mot	91	Void Expel & Death & Ailment Attacks / Weak to Elec	Fire / Force / Almighty
Tyrant	Aciei	77	Death Repel / Void Expel / Strong to All Magic	Ice
Tyrant	Surt	74	Fire Drain / Void Death & Nerve & Mind / Weak to Ice	Fire
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Tyrant	Loki	52	Strong to Phys & All Magic & Ailment Attacks	Ice / Curse
Night	Lilith	80	Void Expel & Death / Strong to All Magic	Elec / Almighty / Death / Mind
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Night	Succubus	37	Void Mind / Weak to Expel	Mind
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind
Night	Lilim	8	Void Elec / Weak to Ice	Elec / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Weak to Fire	Phys / Ice / Force
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Weak to Elec	Phys / Nerve / Mind
Avatar	Barong	60	Expel Repel / Elec Drain / Weak to Death	Phys / Ice / Elec / Nerve
Avatar	Yatagarasu	46	Force & Expel Repel	Force / Expel
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak to Expel	Phys / Elec / Force / Death / Curse

SHIN MEGAMI TENSEI
LABYRINTH OF AMALA
FIFTH FLOOR



1F

★Put the Candelabrum of Sovereignty on the pedestal and you can proceed into the Fifth Kalpa. The Warp Zone connecting to the entrance will be unlocked as well. ★In the small room on the way into the Kalpa, there is an event where you can hire Dante. If your Stock is full or you refuse, he will wait in the room and ask you again the next time you enter. In addition, the fee for hiring him will depend on a coin toss. If you win the toss it costs 1 Macca, and if you lose it costs half the money you are carrying.

B1F

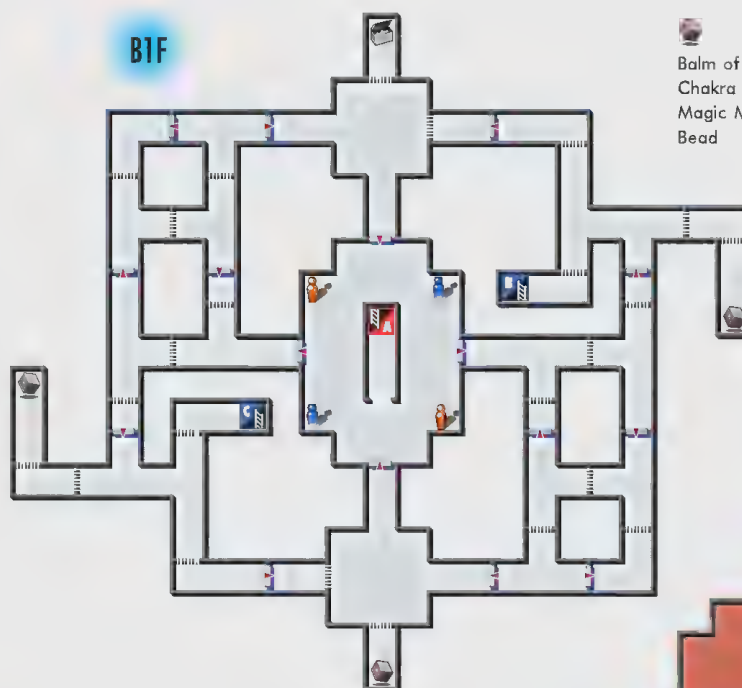
★If you talk to the NPC Shikome in the central hall, she may heal you, depending on how you answer her question.

B2F

★The two locked doors open when you activate the switches near them. ★Burial Chamber 9: The tombstones of Deity Mithra (see p214) and Kishin Thor (see p217) are here. ★The contents of the east area depend on whether or not you have gone to the deepest part of the Labyrinth of Amala and met the Old Man in the wheelchair. If you have, treasure appears there, and if you have not, it is just an empty room.

B3F

If you went through more doors than you were allowed to on B5F, you are warped to point A here.



Balm of Rising
Chakra Drop
Magic Mirror
Bead

Jade x 4
1500000
Deathstone x 3
Ma Incense x 3
Lucky Ticket x 25

Burial Chamber (9)



B2F

Dr. Dark

Smoke Ball x 5



B3F



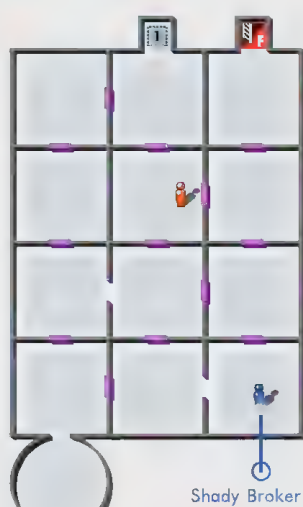
Bead of Life x 5
Great Chakra x 5
Bead
Soma x 10
Balm of Rising x 10

West Area



B5F

East Area



Shady Broker (7)

Burial Chamber 10

B6F

Lift to deepest area



B666F



From Burial Chamber 1

B4F

★Like the statistic check doors on the Third Kalpa, there are demon check doors on this floor. If you fail to meet the requirements of the door, your chosen demon will die, so be forewarned. If you want to get to Metatron's Chamber on the way to the deepest part of the Labyrinth (B5F) you need a demon with at least 25 Ma, and a demon with at least 20 Ag. For more details on each of the doors, see below. ★If you enter room **B**, whose door can only be opened by the Pixie from the beginning of the game (or her "descendant") then she will turn into a Super Pixie with extraordinary powers. (Fairy Pixie • LV80/All stats at 30/Skills = Maziodyne, Megidolaon, Mediarahan, Samrecarm, Endure)

List of Demon Check Doors

- A**: Requires a demon with at least 25 Ma.
- B**: Requires a demon with at least 20 Lu.
- C**: Requires a demon with at least 25 St.
- D**: Requires a demon with at least 20 Ag.
- E**: Requires a demon with at least 25 Vi.
- F**: Requires Night Black Frost to open.
- G**: Requires the Fairy Pixie from the Shinjuku Medical Center to open. If she has transformed into High Pixie or Queen Mab, or used as a fusion component that is OK, so long as the demon in question has her "DNA."
- H**: Requires Tyrant Beelzebub (Fly form) to open.
- I**: Requires Seraph Metatron to open.

B5F • East Area

★You can only pass through 3 doors in this area. If you try go through a 4th, you will be teleported to point **A** on B3. ★Shady Broker (7): Vile Girmehkala (200,000fi/Skills = Binding Cry, Chaos Blade, Might, Dark Might, Bright Might, Attack All, Focus, Pierce) Burial Chamber 10: The tombstones of Tyrant Ahriman (see p215), Vile Noah (see p216), and Deity Baal Avatar (see p218) are here.

B5F • West Area

★Boss Fight [Entering the central hall]: Seraph Metatron (see p232). After the fight, you can use the ladder to descend to B64.

B6F

★This is the Unknown Realm that you were teleported to from the Shinjuku Medical Center elevator. However, if you did not open the Cache Cubes then, they aren't here now. ★Take the North lift, and you can go to the deepest part of the Labyrinth of Amala. However, if you have already entered the Tower of Kagutsuchi by this point, this event will not take place and the corresponding ending will be locked off to you. After the event, the protagonist will awaken in the Shinjuku Medical Center. In addition, from here afterwards, you can learn the final skill, Pierce, from the Marogareh Magatama.

※About Clearing the Labyrinth of Amala

After you see the event in the deepest part of the Labyrinth, you've cleared it. From this point forward, the Peephole events will stop, and you cannot hear any more information about the Vortex World. However, you can continue to open treasure chests, deal with Shady Brokers, and visit the Burial Chambers. Clearing the Labyrinth of Amala has a serious effect on which ending you get. Keep that in mind while deciding whether or not to clear it.

FIXED BATTLES

Fixed battles always have three characteristics that differentiate them from normal battles: you cannot run from them, you cannot talk your way around them, and the enemies are very strong. Here we will explain how you can make your way through the fixed battles encountered during the game.

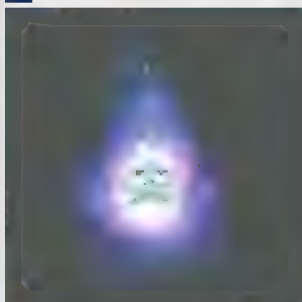
Below, you'll find the type and location of each encounter, stats for the enemies (see p260 for how to read the tables), and some advice on how best to beat them. There are three types of encounter: fixed, which occurs when you go to a set location; talk, which occurs when you talk to a unique demon or Soul; and bonus,

which occurs when you open certain treasure chests. The boss heading indicates a special enemy that can take two actions in one turn. Many of these monsters are different from normal enemies, so take our advice to heart.

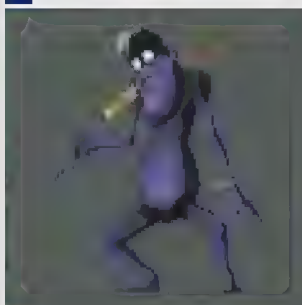
Trial Battle in Unknown Realm (Fixed)

Location: Shinjuku Medical Center, Unknown Realm (p112)

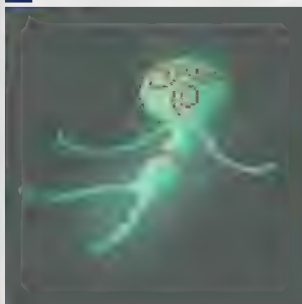
Will o' Wisp



Preta



Kodama



WILL O' WISP • A											
HP	MP	It	EXP								
10	30	15	5								
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
65	150★	150★	150★	150★	150★	100	150★	Void	100	100	100
Skills	Deathtouch										

WILL O' WISP • B											
HP	MP	It	EXP								
10	18	20	5								
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	150★	150★	150★	150★	150★	100	150★	Void	100	100	100
Skills	Deathtouch										

PRETA											
HP	MP	It	EXP								
30	24	27	9								
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	150★	150★	150★	150★	100	150★	Void	100	100	100
Skills	Feral Claw										

KODAMA											
HP	MP	It	EXP								
	21	24	7								
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	100	100	100	50	100	100	100	100	100	100
Skills	Zan										

In the Unknown Realm you enter when you step into the Shinjuku Medical Centers elevator, there are four set locations where you'll encounter enemies. The first are two Will o Wisp As, with different stats than those you'd usually encounter. Next up is a Preta, who has normal stats. Then, you can fight a normal Will o Wisp B and a Kodama for a bonus item. Finally, before you can escape, you'll fight two Kodama with standard abilities.

Since this is the first level and the protagonist won't have any

special abilities yet, you can just select attack without thinking too hard about strategy. Talk to the nearby Dr. Darks for free healing after each battle. You may pick up the Lunge skill at some point, but since it's inaccurate and burns HP, don't use it. The bonus item from the third encounter, a Makajam Rock, will be useful against Brute Shikigami in the Shinjuku Medical Center Annex, so make sure to hold on to it.



PRETA x 3				HP		MP		T		EXP	
				20		19		20		9	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	150★	150★	150★	150★	100	150★	Void	100	100	100
Skills	Feral Claw, Sukukaja										

The first battle after you befriend the Fairy Pixie. These Preta use Sukukaja stupidly and have less HP than normal Preta, so you could win just by trading blows. If you use Pixie's innate "Zio" to strike the Preta's WEAKNESS, you

can win in as few as 3 turns. In any case, focus on one at a time to cut their numbers and damage. If a Preta gets a critical hit with Feral Claw, use Medicine from the Unknown Realm to avoid a tight spot.



Follower		FORNEUS						HP	MP	T	EXP
								500	200	2000	150
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	Drain	150★	100	100	100	Void	100	100	100
Skills	Bufu, Mabufu, Icy Death										

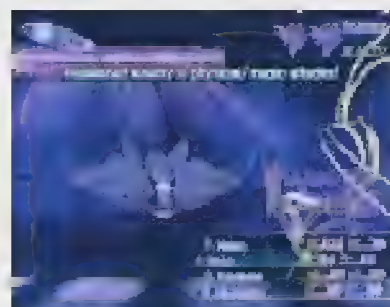
Your first real boss battle is against a powerful Forneus, with ice-based powers and unusually high stats. Although its alone, it has two turn icons, because its a boss. Watch it carefully; if you don't pay attention to its turn order, you'll take more damage than you need to.

Befriend a Fairy Pixie, Brute Shikigami, and Jirae Kodama before this fight. Other demons in the Medical Center are weak to ice, so they're out. Rely on the Pixie and the Shikigami's Zio to attack. By exploiting the Forneus's WEAKNESS, you can double your damage or better.

Once you've zapped the Forneus a couple of times, you can safely use Lunge without it dodging. SHOCKing it will also raise your critical rate and slow him down, but once he reaches a quarter of his HP, he'll start using Icy Death. Once he does that, stop Lunging and focus on healing your characters.

•Burial Chamber Battle

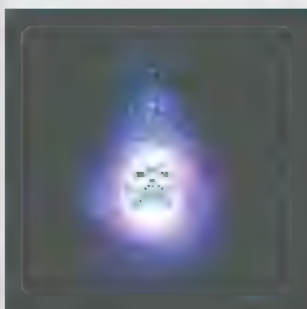
Defeat the Forneus before he uses up two icons to get the high score. He's high-level, so it'll be tricky, but if you strike at his WEAKNESS and keep yourself safe, you won't have any problems.



Level up before the battle, and use the Shikigami's Tarunda and Sukunda. They are expensive, but extremely useful.

Shibuya's Restless Souls (Talk)

Location: Shibuya B1F-b (p114)



WILL O' WISP										
Field	HP	MP	W.	EXP						
	10	18	20	5						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve
	50	150★	150★	150★	150★	100	150★	Void	100	100
Skill	Deathtouch									

When you talk to Souls, your reply will determine whether they attack you or not. These fights will be with a Will o Wisp with typical

stats but low MP. After the battles at Shinjuku Medical Facility, there's no real need to worry.

The "Meow, Great" Battle (Talk/Fixed)

Location: Shibuya B1F-b/B2F (p114)



NEKOMATA										
Def	HP	MP	W.	EXP						
	160	72	220	20						
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	Drain	100	100	100	100	100	100
Skills	Marin Karin, Feral Claw									

You wouldn't normally encounter Nekomata in Shibuya, but you'll meet them in a room on Shibuya B1F-b, and in two places in the club on the lower floors. The first is a fixed battle when you enter, and the other will attack if you accept her challenge.

Be wary of their Marin Karin skill, since it can inflict CHARM. Purchase a Iyomante Magatama in Shibuya, and the protagonist will be immune to it.

If there's a Femme Datsue-Ba with Void Mind in your party, you're in good shape. Use Electrical attacks to exploit the Nekomata's WEAKNESS. They're carrying Aquamarines, unlike normal Nekomata.

The Greedy Specter (Boss)

Location: Amala Network 1 1F (p116)



SPECTER • 1										
Field	HP	MP	W.	EXP						
	148	100	160	100						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve
100	50	50▲	50	50	50	100	Void	Void	100▲	Vo.d
Skills	Gathering, Agi, Foul Union, Foul Havoc									

The boss enemy of the Amala Network 1, it will win the first turn and use Gathering to call in six of itself. After three turns or if three Specters are destroyed, it will use Foul Union to unite into one giant Specter. Defeat as many as you can before it combines to lower the giant Specter's stats and make the battle easier.

Physical attacks are most

effective but Elec skills can SHOCK him (even though they'll only be half as effective as usual). Combine your attacks carefully and you can take out at least two Specters before it combines, but if you're out for the EXP, just let it use Foul Union. Spend those three turns using "kaja" skills to enhance your allies, and take apart the giant Specter with one shot.

•COMBINING AND COMBINED FORM STATS

# Combining	Size	HP	MP	W.	EXP
All 6 Combine	Large	550	300	500	800
4-5 Combine	Medium	260	250	500	700
≤3 Combine	Small	120	150	500	300

A Trap Next to Tokyo Tower (Bonus)

Location: Ginza - Yurakucho Area (p99)



Name	SUCCUBUS							HP	MP	T.	EXP
								296	159	228	212
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	100	100	150★	100	100	100	Void
Skills	Domina, Sexy Gaze, Eternal Rest										

You can fight this Mystical Chest enemy immediately following your arrival in Ginza, but shes strictly optional. If you decide to take her on, make sure all of your party members have Void Mind, or

youll be in trouble. The combination of Dormina and Eternal Rest can lead to instant, unavoidable death. Expel attacks are best here.

The Gatekeeper of Loki's Vault (Fixed)

Location: Ginza B1F (p118)



Name		TROLL						HP	MP	L	EXP
								850	150	1000	100
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	Drain	100	100	100	100	100	100	100	200★
Skill	Berserk, Mabufula										

The Troll wields powerful basic Physical attacks and the Ice-based Mabufula. Youll want to have at least one ally who knows Ice Void, Repel, or Drain, and you should use Tarunda or War Cry to reduce the threat from his physical attacks. Equip a Kamudo Magatama, which is available for sale in the Great Underpass, to minimize the damage.

Skills like Sexy Gaze or Marin Karin will strike at the Trolls WEAKNESSES. If you time this encounter correctly, you can also use Bright (or Dark) Might, but the

Trolls stats are high enough that he can still dodge them. Use Sukukaja and Sukunda to prevent this.

Unlike normal Trolls, this one is carrying a Bead Chain.

•Burial Chamber Battle

To get the high score, beat the Troll before he uses up two Press Turn icons. Tentarafoo and Death Lust are helpful, as is the Lullaby/Eternal Rest combo.

Baptism at Ikebukuro Entrance (Talk)

Location: Ikebukuro West Hall B1F (p122)



Name		ONI						HP	MP	T.	EXP
								264	96	130	106
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	100	100	100	100	100	100	100	100	150★	100
Skill	Berserk, War Cry										

If you cant beat this guy, you may have serious problems in Ikebukuro. As a normal Oni, hes weak against Nerve, but you can use any non-Physical skills to beat him. Use Ice or Electric skills to inflict

statuses on him, then finish him off with standard attacks.

Oni Ambush in a Room (Fixed)

Location: Ikebukuro Main Hall 1F (pl23)



ONI 2										
HP	MP	Int	EXP							
264	96	130	106	Def	Phys	Fire	Ice	Elec	Force	Almty
				50	100	100	100	100	100	100
Skills Berserk, War Cry										

If you equipped Iyomante to fight Nekomata, switch to the Kamudo when you enter this room. Its strong against Physical attacks. Otherwise, fight these two one at a

time, using the same strategies you employed against the Oni at the entrance.

Judgement Battle: Part 1 (Fixed [Talk])



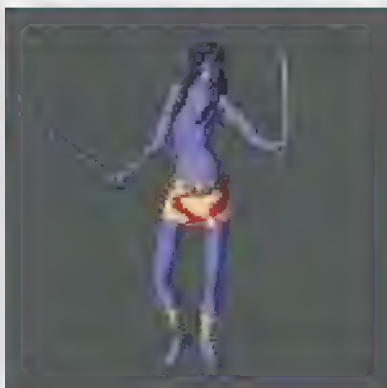
ORTHRUS										
HP	MP	Int	EXP							
1000	200	200	150	Def	Phys	Fire	Ice	Elec	Force	Almty
				100	Drain	150★	100	100	100	100
Skills Fire Breath, Agidyne, Stun Claw, Agilao, Maragi, Maragion										

Orthrus is the first in a series of three brutal battles. Since you cant use Shops or Fountains of Life between fights, bring in allies who have high Fire resistance and Ice skills, and equip the Shiranui Magatama. Physical attacks that inflict FREEZE will be effective against Orthrus, but make sure your allies are protected against Fire.

•Burial Chamber Battle

Prioritize offense over defense. If your allies can inflict 200-300 damage with Ice skills, you can beat Orthrus in two turns and get the high score.

Judgement Battle: Part 2 (Fixed [Talk])



YAKSINI										
HP	MP	Int	EXP							
1200	200	400	300	Def	Phys	Fire	Ice	Elec	Force	Almty
				100	100	100	150★	Void	100	100
Skills Mazan, Mazanma, Zandyne, Zanma										

For the second Judgement Battle, equip the Hifumi Magatama for its protection against Force. Your allies should have Force resistance and Electrical attacks, so you can SHOCK Yaksini and pummel her with critical hits.

•Burial Chamber Battle

As with Orthrus, you need to take Yaksini down before she uses up two Press Turns. Youll need strong Electrical attacks like Ziodyne and Bolt Storm, enhanced by Elec Boost if possible. Youll want to keep your strongest fighters in the party.



Kishin		THOR					HP	MP	L	EXP	
							2000	3000	800	700	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	Repe.	100	100	Repel	Void	50▲	Vo'd	Void
Skills	Diaroma, Mazio, Zionga, Dekunda, Dekaja, Mazionga, Ziodyne										

This is the last Judgement Battle, and the last two have probably left you somewhat drained. Replenish your MP, and don't forget to prepare. Thor has no significant WEAKNESSES, uses Electrical attacks, and moves twice per turn, so any allies who get SHOCKED will suffer critical hits. Make sure all your demons have decent Electrical resistance. Since you won't have any good anti-Electrical Magatama yet, equip the next best thing, the Kamudo, to defend against strong normal attacks. Use "-nda" and "-kaja" skills to deflect Thor's spells.

It's risky, but techniques that cost HP have a high critical rate, so try using them as your main attacks. Use Sukunda and Fog Breath to cut Thor's dodge, and bring in a nakama to act as a healer.

Alternatively, bring in three nakama with Bright (Dark) Might, which will raise your Electrical resistance. Try to power them up before you enter the Mantra Headquarters. It'll take some time, but it's well worth it.

Yellow Kila Struggle (Fixed)

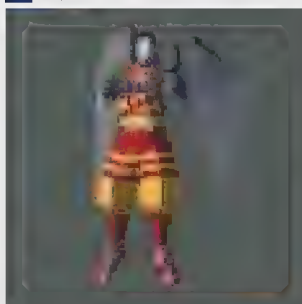
Location: Assembly of Nihilo BIOF (p126)

Incubus



Night		INCUBUS						HP	MP	T.	EXP
								300	96	129	100
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	150★	100	100	100	Void	100	Void
Skills	Sexy Gaze, Life Drain, Evil Gaze										

Koppa



Yellow		KOPPA					HP	MP	T.	EXP	
							168	74	118	100	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	Void	100	100	100	150★	100	100
Skills	Tarukaja, Wing Buffet, Shibaboo, Zanma, Gathering										

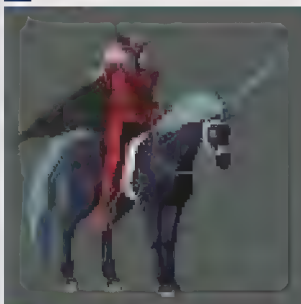
This pair compensates for each other's weaknesses. They've got some strong attacks, but the real threat is the Incubus's Sexy Gaze. Equip the protagonist with Lyomante, and bring in allies with Death and Nerve resistance. A Wilder Bicorn with Void Death and Battle Status works best.

The Koppas are annoying since he calls allies, but the Incubus is the greater threat. Beat the Incubus first, then gather EXP by letting the Koppa call for backup.

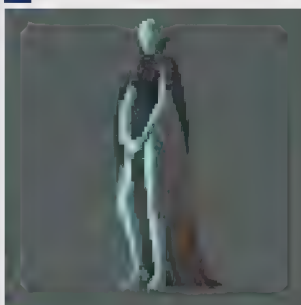
White Kila Struggle and After (Fixed)

Location: Assembly of Nihilo B10F/B11F (p126)

Eligor



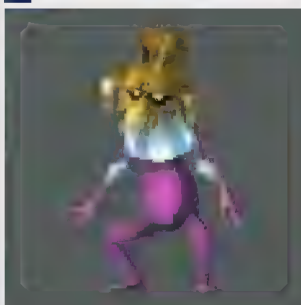
Dis



Incubus



Yaka



Fallen					ELIGOR			HP	MP	T.	EXP
								700	200	100	200
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	100	100▲	150★	100	100	50	Void	100▲	100▲	100▲
Skills	Beast Eye, Gathering, Berserk, Mudo, Rakukaja										

Yakshini		DIS					HP	MP	SP	EXP	
							198	111	116	92	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Drain	100	100	100	100	100	100	100	100	100
Skills	Makajam, Agilao, Stone Gaze										

Night		INCUBUS					HP	MP	T	EXP	
							198	117	130	106	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	150★	100	100	100	Void	100	Void
Skills	Sexy Gaze, Evil Gaze, Life Drain										

Hissatsu YAKA								HP	MP	T.	EXP
								150	81	80	55
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	150★	100	100	100	150★	Vo'a	100	100	100
Skills	Mazio, Deathtouch, Tarunda, Dia, Diarama, Venom Claw										

After the battle on B10F of the Assembly of Nihilo, an Eligor will appear at three places on B11F as if following the protagonist. The Eligor will open by using Gathering to call allies, then raising his defense with Rakukaja until he takes damage.

The enemies that Eligor calls depends on where you fight him. In the White Treasure Room, Dis will arrive; in the Red Treasure Room, its Yaka; in the east room on B11F, its Incubus and Dis; and in the NW corridor on B11F, its Dis. In any fight, the Eligors Mudo will be a threat, so keep your Death resistance high with Tetraja.

In each of the four battles, ignore the Rakukaja and defeat his summoned allies. He can only call four demons; after that, even if he uses Gathering, no one will show up. Switch to allies with Electrical

attacks to take the Eligor down quickly.

Another option is to disable the Eligors reinforcements with STONE or MUTE and focus entirely on it. Youd need specific skills to pull this off, so if you dont have that option, try to rely on Electrical attacks to power through the fight. If you manage to SHOCK the Eligor, go for critical hits.

Berith



Fairy		BERITH					HP	MP	T	EXP	
							1000	103	600	1000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	Drain	150▲▲	100	100	100	Void	Void	Void	Void	Void
Skills	Heat Wave, Hellfire, Maragi										

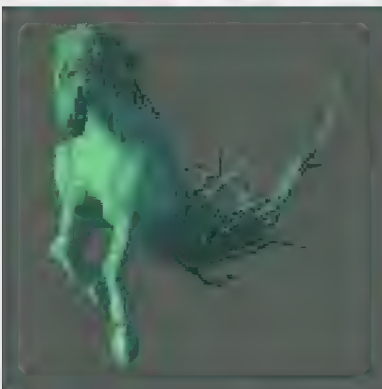
Night		SUCCUBUS x 2					HP	MP	T	EXP	
							300	220	300	500	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	50	50	50	50	100	Void	Void	100	100	100
Skills	Sexy Gaze, Lullaby										

This fight combination is easy compared to the Eligor. Defense against Phys, Fire, and Mind are important, but prioritize Anti-Mind abilities. Keep the protagonist equipped with Iyomante. Ice skills will be effective against the

Berith, but be careful: though he is weak against ice, he won't FREEZE. The Succubus might, but it isn't likely.

Kaiwan Pursuit (False 1) (Fixed)

Location: Assembly of Nihilo B1F (p128)



Fairy		KELPIE					HP	MP	T	EXP	
							540	160	100	200	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	150★	100	150	150	100	100	100
Skills	Stun Bite,Diarama										

Fairy KELPIE (2 [Right])												HP	MP	T	EXP
												440	160	100	200
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind				
	100	100	100	100	150★	100	150	150	100	100	100				
Skills	Stun Bite,Diarama														

You'll fight these when Kaiwan springs his trap. Sometimes you fight one, and sometimes two; for some reason, when two Kelpies show up, the one on the right has fewer HP. Both are weak against

Force, so if you exploit that you should beat them relatively easily. Though it's not their WEAKNESS, Death attacks are also effective.

Kaiwan Pursuit (False 2) (Fixed)

Location: Assembly of Nihilo B1F (p128)



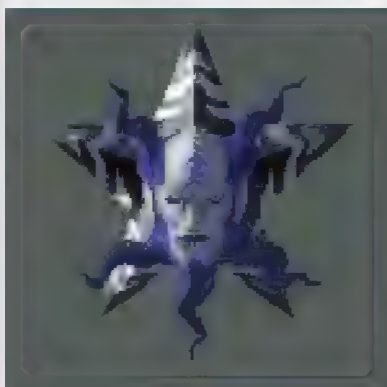
Night							KAIWAN (False)					HP	MP	T	EXP
							520	288	500	300					
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind				
	100	Void	Void	Void	Void	100	100★	Void	50▲	50	50▲				
Skills	Evil Gaze, Mudo, Mamudo, Deathtouch														

Another enemy from Kaiwan's traps, he has the same stats as the fleeing Kaiwan, so this will be good practice. His Death attacks will be a threat, so make sure you have Tetraja. A single Expel attack can

win the battle, so save beforehand if you want to try for that. Other than that, only Phys and Almighty attacks will work against him, so be careful.

Decisive Battle with Kaiwan (Fixed)

Location: Assembly of Nihilo B12F (p128)



Name	KAIWAN						HP	MP	St.	EXP	
							650	288	500	400	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Void	Void	Void	Void	100	100★	Void	50▲	50	50▲
Skills	Evil Gaze, Mudo, Mamudo, Deathtouch										

This is the real Kaiwan, whos got more HP than the fake. Since youre facing three of them, dont rely on luck to dodge their Death attacks. Tetraja is far more reliable and uses up more of the Kaiwans Press Turn Icons. Make sure to befriend one of the Dis that the Eligor summoned, as they start with Tetraja.

You can score a quick win with Expel attacks, or use skills like Tarukaja to increase your physical damage and beat them down one by one. If you decide to try for a one-shot victory, use Hama as opposed to the multi-target Mahama. Sukukaja and Sukunda will increase

your accuracy.

•Burial Chamber Battle

Defeat Kaiwan before he uses three Press Turn Icons. Use the same strategies here as with the ordinary battle, but being higher-level will make things a lot easier.

Battle in Assembly of Nihilo Core (Boss)

Location: Assembly of Nihilo B15F (p129)



F	OSE						HP	MP	St	EXP	
							3800	500	3000	1200	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	100▲	100	100	Void	Void	50▲	50▲	50▲
Skills	Dekunda, Dekaja, Tetrakarn, Makarakarn, Focus, Heatwave, Sukukaja										

Ose is a demon with tough defenses. With no WEAKNESSES, null Death and Expel, and status effect resistance, he's like a fortress. Looking at his skills, you will see that he can use Dekunda or Dekaja to cancel out Battle Support skills. The real threat is his Focus / Heatwave combination since he gets two actions per turn. Alternately, he can use Tetrakarn or Makarakarn to completely seal your attacks.

Your main focus, in preparing for this battle, is resistance to physical attacks (put the Kamudo Magatama on the protagonist) and the Dekaja skill. Even if you can withstand the

Ose's attacks, he'll use Sukukaja to make it harder for yours to connect. Tetrakarn (or Attack Mirror), if you can prepare it, is a perfect countermeasure.

•Burial Chamber Battle

Defeat Ose before he consumes six Press Turn Icons to get the high score. Since he doesn't have WEAKNESSES, use Bright (Dark) Might criticals (as on p137) to slow your icon consumption. If your level is high enough, one critical can do over 500 damage, so you can beat him in one turn (four icons).



Snake		NAGA											
		HP	MP	T.	EXP								
		264	108	152	129								
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
		100	150★	100	Drain	100	100	100	100	100	100	100	
Skills		Tarukaja, Zionga, Hell Thrust											

The stats for these encounters are unchanged from normal ones. Attack with their WEAKNESS, Fire, and you won't have a hard time beating them. Don't take too

much time or they'll hit you with a Tarukaja-enhanced Hell Thrust for a lot of damage. This can defeat even an ally who's close to full health, so be careful of it.

Decisive Battle in Mirage World (Boss)



Snake		MIZUCHI											
		HP	MP	T.	EXP								
		4800	500	1500	1000								
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
		100	150★	Void	Drain	100	100	Void	Void	100▲	100▲	100▲	
Skills		Dekunda, Mirage, Bufu, Mabufu, Bufula, Mabufula, Mabufudyne, Glacial Blast											

He may seem overwhelming, but hes weak against Fire so hes easy to attack. Defense may be a problem, since he has the Physical/PANIC skill Mirage. Even if you use Iyomante to guard against PANIC, you'll still take the damage. Even so, if you don't make sure to make your allies are Mind-resistant, they will gradually all become disabled. He'll use strong ice-based attacks, but as he takes damage, he'll only be able to use the weaker ones. Make sure one ally has Ice resistance just to be

safe. If you prioritize Mind resistance, you will still take lots of damage.

•Burial Chamber Battle

Defeat him before he consumes 6 Press Turn Icons to get the high score. If you use strong Fire attacks you won't have a problem. If the protagonist learns Fire Boost and Magma Axis before the fight, it's easy to do 1000 damage in a single hit. If your other allies have Fire attacks, you can clean him up within one turn.

Ikebukuro Tunnel Trap (Bonus)



Enemy		TROLL x 3											
		HP	MP	T.	EXP								
		354	144	238	222								
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
		100	100	Drain	100	100	100	100	100	100	100	150★	
Skills		Mabufula, Diarahan, Berserk											

Though there are three of them, they are weaker than the Troll you fought in front of the Vault in Ginza. Its WEAKNESS is still Mind, so use that to weaken it. The earlier

strategy should work. A point of caution: he may get successive critical hits with Berserk. If you're worried about that, raise your dodge rate with Sukukaja.



SUI-KI		HP		MP		Ti		EXP			
		3500		1500		3000		1000			
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	150★	Drain	50	50	100	Void	Void	Void	Vo'd	Void
Skills	Beast Eye,Dragon Eye,Focus,Hell Thrust,Bufula,Mabufula,Ice Breath,Glacial Blast,Berserk										

Initially, the Kin-Ki will use a pattern of Beast Eye / Support Skill / single-target Physical attack. When he gets down to a third of his HP, he'll switch to a Dragon Eye / "-kaja" skill / "-nda" skill / All-Target Physical attack x2 pattern. Keep your Physical defenses high, and use Sukukaja to raise your dodge rates. If you can, use Dekunda to offset other "-nda"

•Burial Chamber Battle

if you only have two characters with Fire skills and keep the rest of the group on healing detail, it won't take you long to beat him.

• Burial Chamber Battle

Defeat Sui-Ki before he consumes 3 Press Turn Icons to get the high score. To achieve this, make sure all your party members have single-target Fire skills and that you don't waste any turns. The protagonist should unquestionably use Magma Axis.

Like the Kin-ki, Sui-Ki changes his attack pattern depending on his remaining HP. At first he'll use Beast Eye followed by single-target Physical and Ice attacks, but once he loses two-thirds of his HP, he'll switch to a pattern where he follows a Dragon Eye with three Physical or Ice attacks. He'll also use Focus to double his damage, which also increases his chances of inflicting criticals or FREEZE status. Make sure your party's highly Ice-resistant and protected by Raku / Sukukaja.

Sui-Ki is weak against Fire. Even



Brute					FUU-KI			HP	MP	T.	EXP
								3500	1000	3000	1000
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	100	100	150★	Drain	100	Void	Void	Void	Void	Void
Skills	Dragon Eye, Beast Eye, Makakaja, Tornado, Mazan, Zanma, Zandyne, Berserk, Hell Thrust, Tempest										

Fuu-Ki is also the type that changes attack pattern with remaining HP. Hell start with Beast Eye / Sukukaja / Force Skill, but after hes used Sukukaja 4 times hell start to primarily attack. When his HP reach 1/3, hell use Dragon Eye to give himself 4 actions, and use many Phys attacks in succession. If you use Dekaja to counterbalance Makakaja, hell switch to a Dragon Eye / Makakaja x 2 / Force skill pattern.

As with Kin-Ki and Sui-Ki, use Sukukaja and Rakukaja for defense, prepare resistance to Force skills, and attack his WEAKNESS with

Elec. If you SHOCK the Fuu-Ki, even allies without Elec attacks can land a critical. If you have allies with Force resistance, hell be the easiest of the three Brutes.

•Burial Chamber Battle

Defeat him before 3 Press Turn Icons are consumed for the high score. If your party has many Elec skills this wont be hard. If you combine Elec Boost and Bolt Storm you can deal over 1000 damage and defeat him before you lose even one icon



Brute		ONGYO-KI					HP	MP	T.	EXP	
							5500	1500	10000	5000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Vo'd
Skills	Dragon Eye, Replicate, Mudoon, Evil Gaze, Dark Sword, Stasis Blade, Tarukaja, Rakukaja, Sukukaja, Dekunda										

Ongyo-Ki will always open with Replicate. The only way to destroy his duplicate is with single attacks, but if you hit it, itll immediately change to Ongyo-Kis turn and he and the duplicate will blast you with Death and Physical skills. Even if you destroy the duplicate, on his next turn, Ongyo-Ki will use a Dragon Eye/Tarukaja/Rakukaja/Sukukaja/Replicate chain to bring it back and power himself up.

To beat Ongyo-Ki, you have to produce some light. That way, the real Ongyo-Ki will cast a shadow. Youll need an ally with Bright Might and the ability to do a lot of damage

in one turn. Prioritize resistance against Death, and keep lots of skills and items on hand to cure the effects of his Dark Sword (MUTE) and Stasis Blade (BIND). Youll also need Dekaja.

•Burial Chamber Battle

Take Ongyo-Ki down in 10 Press Turn Icons or less for the high score. As in the first battle, youll need to use Bright Might. The protagonist can use Dekaja Rocks for support and Healing as necessary.

Youngest Sister Clotho, Spinner of Fate (Fixed Boss)

Location: Obelisk 128F (p144)



CLOTHO											
Fixed						HP	MP	T.	EXP		
						2200	1200	—	—		
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skills											
Dia, Mediarama, Marin Karin, Mahama											

This enemy will be a rather tough battle if you can't defend against her Marin Karin and Mahama.

You should have a number of allies with Force and Mind resistances, so add them to your party. The problem is that no Magatama can protect the protagonist from both

Force and Mind. Have him learn Anti-Force and equip him with Iyomante. Its not reliable, but you can also use Sukukaja and Sukunda to help dodge attacks. If youve got access to Tetraja, its nearly ideal for this fight.

Location: Obelisk 128F (p144)



LACHESIS											
Fixed						HP	MP	T.	EXP		
						2200	1200	—	—		
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skills											
Rakunda, Rakukaja, Tarukaja, Tetrakarn, Makarakarn											

Lachesis has powerful Support skills. Since she will only use physical attacks, allies with Counter skills will be useful. Also, since you encounter her during a FULL Kagutsuchi, Bright Might will be useful. Alternately, if you have Tarukaja, use it to defeat her quickly.

For defense, use Dekaja

and Dekunda and equip the Kamudo Magatama. The Vile Arahabaki (LV30) has a few Void Phys, so itll be great here. As usual, you can also use Sukukaja and Sukunda to raise your dodge rates.

Location: Obelisk 128F (p144)



ATROPOS											
Fixed						HP	MP	T.	EXP		
						2600	2000	—	—		
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	100▲	100	100	Void	Void	Void	Void	Void
Skills											
Maragion, Mabufula, Mazanma, Mazinga, Agilao, Bufula, Zanma, Zionga											

Atropos uses Fire, Ice, Electric, and Force attacks, so pick allies without those WEAKNESSES. To fend off her assault, you cant rely on elemental defenses, so use support skills to lower her accuracy and attack power. If you know War Cry and Fog Breath, you can drop her

stats as low as theyll go in two turns. If you have the time, use "-kaja" skills on yourself, and dont forget to bring a healer. Equip the protagonist with the Ankh Magatama to raise his Vi stat; the slight cut in damage will help.



Recall and resummon an ally who has had their defense lowered by Rakunda after Lachesis is defeated.

CLOTHO										
Femme										
	HP	MP	T.	EXP						
	2000	1000	1000	1000						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve
	100	100	100▲	100▲	100	100	Void	Void	Void	Void
Skills	Dia, Media, Diarama, Mediarama, Dekunda, Mahama, Marin Karin									

LACHESIS										
Femme										
	HP	MP	T.	EXP						
	2000	1000	1000	1000						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve
	100	100	100▲	100▲	100	100	Void	Void	Void	Void
Skills	Makakaja, Rakunda, Rakukaja, Tetrakarn, Makarakarn									

ATROPOS										
Femme										
	HP	MP	T.	EXP						
	3000	1500	1000	3000						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve
	100	100	100▲	100▲	100	100	Void	Void	Void	Void
Skills	Maragion, Mabufula, Mazanma, Mazianga, Agilao, Bufula, Zanma, Zionga									

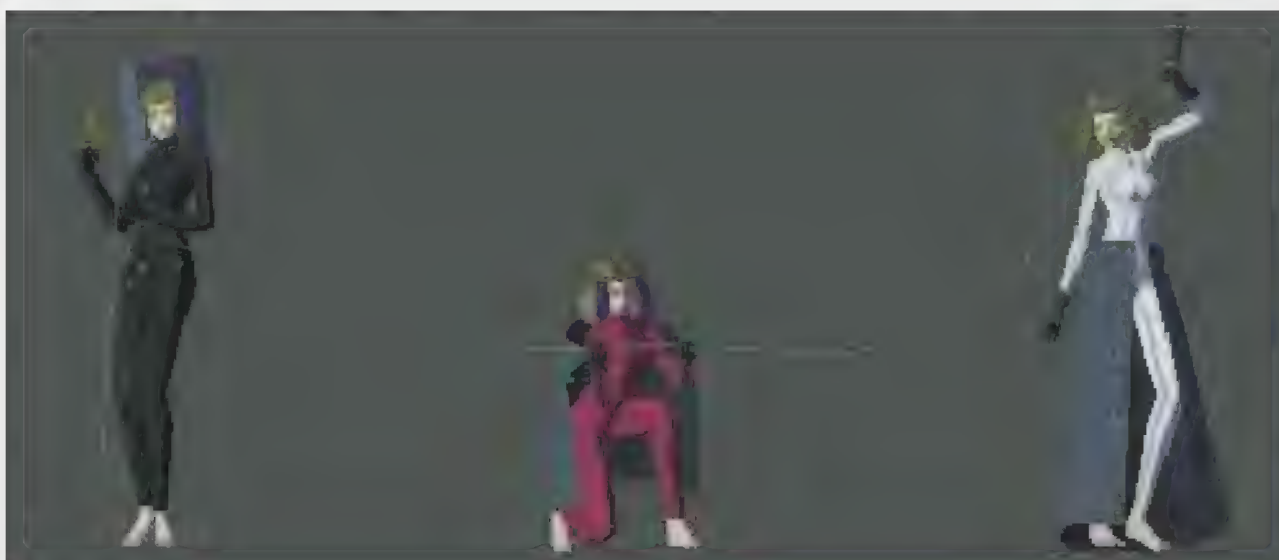
The Three Sisters aren't much separately, but together they're formidable. Atropos will attack with her elemental skills, Lachesis provides defense, and Clotho will heal her sisters when they're wounded. If Atropos and Lachesis are killed, Clotho will press the assault with Mahama and Marin Karin.

Prepare very carefully before this battle, with high resistance to Fire, Ice, Electric, and Force skills. Since the Sisters have no weaknesses, focus on having as many attacks as possible. HP-consuming skills like Bright (Dark) Might work best, and don't forget to adjust your strategies for Kagutsuchi's phase. Use Sukukaja and Sukunda to protect against magic, Dekaja to counteract Lachesis's defensive spells, and Tarukaja to enhance your own attacks. Since Clotho can counter Sukunda,

use Fog Breath on her to take her down two levels. When the fight starts, focus on Lachesis, then Clotho, and finally Atropos. Otherwise, Clotho will start firing powerful Expel attacks.

•Burial Chamber Battle

Defeat the Sisters in four Press Turns for the high score. You need to beat them all at once, so use Bright (Dark) Might and skills that target the entire enemy party. If you have any allies who know both Bright Might and Attack All, this'll be easy. It doesn't matter what order you beat the Sisters in; if you can't take them all out in one turn, you won't be able to get the high score.



The Fantastic Summoned Demon (Fixed Boss)

Location: Shibuya Hidden Door (p114)



Tyrant		MARA										
		HP	MP	E	EXP							
		2300	3000	20000	5000							
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
		100	50	50▲	50▲	50	100	Vo'a	Vo'a	Vo'a	Vo'a	Vo'a
Skills		Dismal Tune, Diarahan, Hell Thrust, Hades Blast, Dekaja, Mazanma, Marin Karin, Makajamon										

Mara can only be hurt by Phys and Almighty attacks, and regenerates all of his HP with Diarahan every turn. Therefore, you must inflict 2300 damage in one turn. Bright Might will be effective as will Rakunda. If each of your allies can hit for over 300 damage you should be able to beat him. For protection, defend against CHARM and MUTE, but Hades Blast will hurt anyway, so be careful. Use Tarunda

and War Cry to take down his attack power.

•Burial Chamber Battle

Defeat him before 3 Press Turn Icons are consumed for the high score. Fight as listed above. If your level is high enough you can deal the damage without using Rakunda, to make the time limit.

The Greedy Specter Rematch (Fixed)

Location: Amala Network 2 1F (p147)



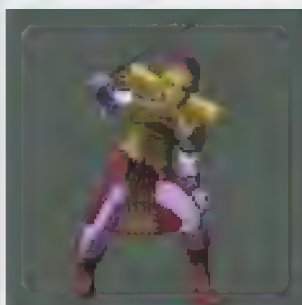
Fixed		SPECTER • 2										
		HP	MP	E	EXP							
		980	29/300	600	2000							
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
		100	Void	Void	Void	Void	100	Void	Void	100▲	Vo d	Vo d
Skills		Gathering, Megido, Dekunda, Mana Drain										

In your second battle with the obstinate Specter, he'll use Gathering again to create six of himself. This time, he'll attack with Megido. He doesn't have much MP, though, so he'll start using a Mana Drain / Megido pattern. Neither can be blocked by resistances or barriers, so use the "-kaja" skills to pump up your defense and dodge, and "-nda" skills to lower the Specters

accuracy. Unlike your last encounter, he's immune to all attacks except Physical, Almighty, and Curse, so use Tarukaja and Bright (Dark) Might to enhance your punches. It's like getting blood from a stone, but if you have multiple demons with Mana/Life Drain, you can steal the Specters MP to prevent him from casting Megido so often.

Trap in Asakusa Tunnel (Bonus)

Location: Asakusa Tunnel B3F (p149)

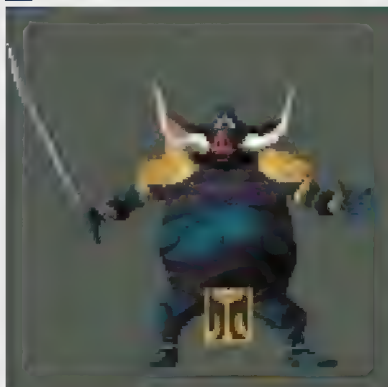


J		TITAN x 3										
		HP	MP	E	EXP							
		416	177	356	354							
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
		100	100	100	150★	Void	100	100	100	100	100	100
Skills		Retaliate, Guillotine, Fire Breath, Stun Gaze										

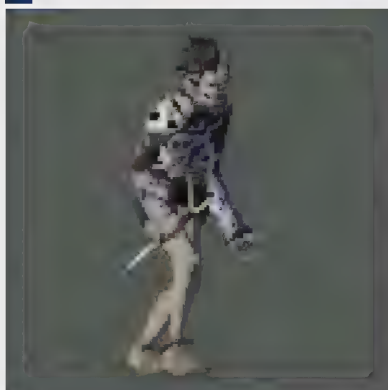
These have the same stats as normal Titans. He's higher-level than the other monsters in Asakusa Tunnel, but target his WEAKNESS for an easy win. Don't

open the chest unless you have party members with Elec skills.

Girimehkala



View	GIRIMEHKALA						HP	MP	T.	EXP	
							4000	2000	500	2000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	Repel	100	100▲	100▲	100	100	Void	Void	Void	Void	Void
Skills	Panic Voice, Beast Eye, Dekunda, Blight, Toxic Cloud, Tarukaja, Rakunda, Sukukaja										



F	SAKAHAGI						HP	MP	T.	EXP	
							1600	300	5000	12000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	100	100	Void	Void	Void	Void	Void
Skills	Mazionga, Maragion, Mabufula, Mazanma, Panic Voice										

After you defeat the Girimehkala you'll go right into a battle with the Sakahagi. The Girimehkala repels physical attacks, so for his battle you'll need allies with single-attack Fire, Ice, Elec, and Force skills. Needless to say, you'll also want someone with Makakaja to increase their effects. The Girimehkala will use its two actions per turn for Beast Eye, so you might be tempted to use "-nda" spells to cut him down, but if you weaken him he'll just use Dekunda to cancel it out so there's no point. Instead, use Dekaja to counter his own "-kaja" skills. For defense, what you want to be most careful of is Panic Voice. Equip the Mind voiding Iyomante, and don't forget to use Sacred Water. Sukukaja

and Rakukaja will be enough against the strong physical attacks.

The Sakahagi that appears after you defeat the Girimehkala has various elemental skills, but little MP so he'll soon have to resort to more direct attacks. The effects of the "-kaja" skills you used in the Girimehkala fight will still be in effect, so as long as you have healers it'll be an easy fight.

•Burial Chamber Battle

Defeat only the Sakahagi in 2 Press Turn Icons to get the high score. He has no WEAKNESSES so use Bright Might to control icon consumption.



Night	BLACK FROST						HP	MP	T.	EXP	
							2950	2500	10000	5000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	10	Vo'd	Drain	100▲	100	100	Vo'd	Repel	Vo'd	Vo'd	Vo'd
Skills	Mamudoon, Mabufudyne, Berserk, Diarama										

Elec, Force, and Almighty attacks work on him, so you'll need allies with those skills. Equip the protagonist with the Void Death Magatama, and make sure your allies have Death resistance. Also, if you have anyone with Ice Repel or Drain, when Mamudoon or Mabufudyne are used it will become your attack turn right away. He has nothing to counter "-kaja" and

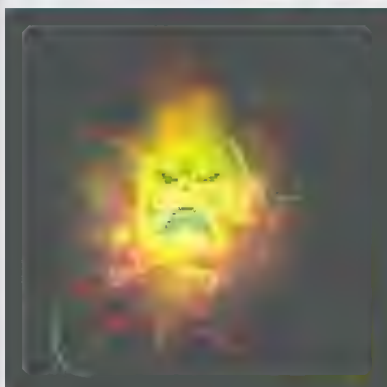
"-nda" skills, so use Support skills at will. Use Sukukaja and Tarunda to counteract Berserk.

•Burial Chamber Battle

Defeat him in 8 Press Turn Icons to get the high score. He has no WEAKNESS and the Bright Might strategy won't work, so you'll have to spend 2 turns. Try to choose allies with natural resistances if you can.

The Greedy Specter Final Battle (Fixed Boss)

Location: Amala Network (3) (p151)



SPECTER x 3							HP	MP	TP	EXP	
							700	500	1000	1500	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Repel	Repel	Repel	Repel	100	Void	Void	100▲	Void	Void
Skill	Gathering, Last Resort, Dekaja										

This is your last battle with the persistent Specter. Once again, he's only vulnerable to Physical, Almighty, and Curse, and immune to CURSE and POISON. He'll use his Gathering preemptively to turn into six Specters, and the first Specter will use Last Resort for massive damage. As long as your allies have more than half life left, put off healing and start using "-nda" skills to take down the Specters' accuracy and attack power, because the remaining 5 Specters will only use standard attacks until they take damage. Some effective skills when attacking

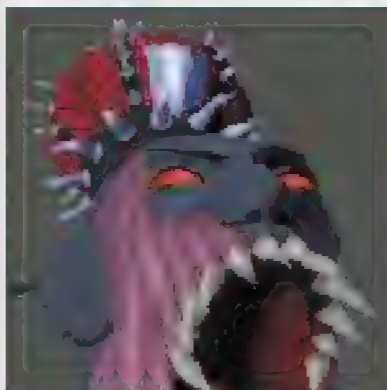
are Bright (Dark) Might, Focus, and Tarukaja. HP-consuming Phys attack skills have low accuracy, so focusing on defeating one per turn with accurate regular skills will work.

•Burial Chamber Battle

Defeat him in 3 Press Turn Icons for the high score. It will rely on luck, but using all-target HP-consuming Phys skills can defeat them quickly. Use criticals to control icon consumption. If your level is high enough, there is little chance that they will dodge.

Dark Tyrant Aciel (Fixed Boss)

Location: Amala Network / Black Temple B1F (p153)



ACIEL							HP	MP	TP	EXP	
							8000	2000	10000	5000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	80	50	50	50	50	100	Void	Repel	Void	Void	Void
Skills	Dekunda, Dekaja, Tempest, Dragon Eye, Mana Drain, Sol Niger										

Aciel's standard pattern when he takes two actions per round is to combine normal attacks and Tempest. Prepare allies with strong resistance to Phys, and equip the protagonist with a Magatama that protects against Phys. When "-nda" skills are used he will spend one action per turn on Dekunda, but he won't use Dekaja much at all. The thing to fear is the Almighty skill Sol Niger which will leave you with 1 HP. On the turn after he does Dragon Eye / Mana Drain x 5, the Sol Niger / Physical Attack combination is coming next turn. The simplest thing to do is to prepare Tetrakarn or Attack Mirror, and use it after the 4 Mana Drains.

When you are attacking, though he abates Phys (80%), Phys skills are best to use. Use skills like Bright (Dark) Might or Focus to get as much damage out of these attacks as possible. If you have time use Tarukaja too. Increase your accuracy with Sukukaja, and HP-consuming skills are also useful.

•Burial Chamber Battle

Beat him in 15 Press Turn Icons for the high score. This may seem like excess, but taking time to heal after Sol Niger will use up needless icons. Give Bright (Dark) Might and healing skills to all your allies, and preserve icons this way.

The Bloodstained Lady, Skadi (Fixed Boss)

Location: Amala Network / Red Temple 3F (p155)



SKADI											
		HP	MP	T	EXP						
		4000	3000	10000	5000						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	Drain	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skills											
Dragon Eye, Tarukaja, Rakukaja, Dekunda, Dekaja, Earthquake, Thunderclap, Mazandyne, Makajamon											

For her two actions each turn, Skadi will randomly use Mazandyne, Makajamon, and Thunderclap. If you use "-nda" skills to weaken and "-kaja" skills to power yourself up, she'll use back-to-back Dekunda and Dekaja to counter you in 1 turn. Be especially careful when she uses consecutive Tarukaja. She'll be using the powerful Phys attack Earthquake next turn, so you'll want to use Dekaja to counterbalance the Tarukaja. If you have War Cry, use it twice just before and you can cut its damage to be non-fatal. Tetrakarn and Attack Mirror will also work.

The problem will be when her HP get to 1/4 and she uses Dragon Eye to quintuple her number of attacks. Its accuracy will be low, but she'll fire off 5 consecutive Mazandyne and cap it off with Earthquake. Have at least one party member with Force Repel or Drain. Expel resistance can also be used against Thunderclap. Also have a Dis-Mute item to recover from the

effects of Makajamon.

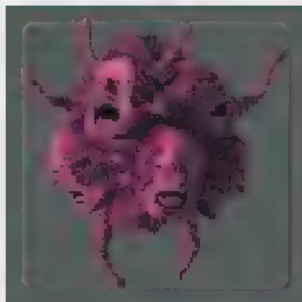
When attacking, you will need non-Phys single-target attacks. Makakaja in particular can make this a short battle. Also, you can use of the Pierce skill to make Phys attacks effective.

•Burial Chamber Battle

Beat her in 8 Press Turn Icons for the high score. You won't have time to use Support skills like Makakaja to up your attack power, so this will be impossible unless all of your allies have non-Phys attacks that deal 500 or more damage. If you have the protagonist's Freikugel or Dante's Stinger and get a lucky critical it will be easy. If you can, giving more than one ally the Pierce skill, obtainable by purchasing a Girimehkala from a Shady Broker in the 5th Kalpa, can also win the challenge.

White Temple Trap (Bonus)

Location: Amala Network / White Temple 1F (p154)

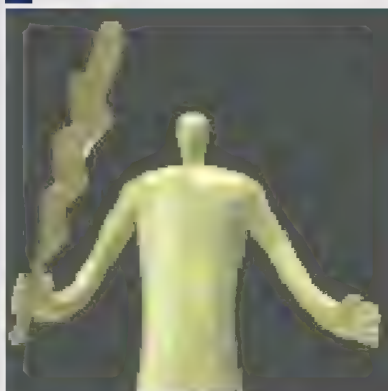


LEGION x 3											
		HP	MP	T	EXP						
		546	180	356	354						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	100	100	150★	100	100	150★	Repel	100	100	100
Skills											
Hell Gaze, Deathtouch, Mamudoon, Tetrakarn											

These have the same basic stats as the Legion that appear all over the Amala Network during the day. But, since you may be going through this dungeon without Death protection, swap the protagonist's

Magatama. To counter Tetrakarn, equip allies with non-Phys attack skills. All that's left is to strike at Legion's WEAKNESS with Elec and Expel skills.

Albion



Entity ALBION											
	HP	MP	T	EXP							
	2700	1000	1000	1800							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100s	100s	100	100	Void	Void	Void	Void	Void
Skills	Stasis Blade, Guillotine, Hades Blast, Heat Wave, Conjunction										

Zoa THARMUS											
	HP	MP	T	EXP							
	1300	300	1000	1800							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	150★	Repel	100	100	100	Void	Void	Void	Void	Void
Skills	Bufudyne, Mabufudyne, Samrecarm										

Zoa LUVAH											
	HP	MP	T	EXP							
	1300	300	1000	1800							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	150★	Repel	100	Void	Void	Void	Void	Void
Skills	Zandyne, Mazandyne, Samrecarm										

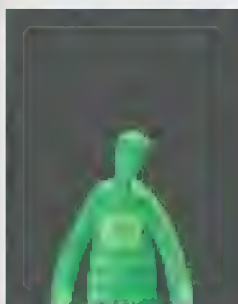
Zoa URIZEN											
	HP	MP	T	EXP							
	1300	300	1000	1800							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Repel	150★	100	100	100	Void	Void	Void	Void	Void
Skills	Agidyne, Maragidyne, Samrecarm										

Zoa URTHONA											
	HP	MP	T	EXP							
	1300	300	1000	1800							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	Repel	150★	100	Void	Void	Void	Void	Void
Skills	Ziodyne, Maziodyne, Samrecarm										

Tharmus



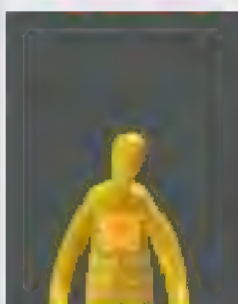
Luvah



Urizen



Urthona



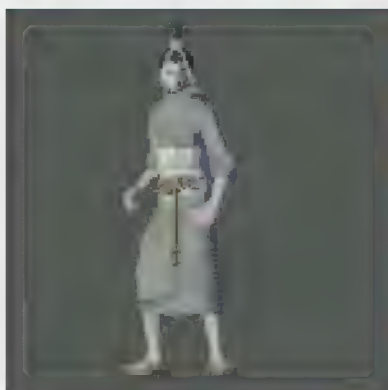
On his first turn, Albion will use Conjunction to summon 4 Zoa. The Zoa have different strengths and WEAKNESSES to Fire, Ice, Elec, and Force. In other words, be careful if you use any elemental all-attacks, one of them will have the Repel for it and it will go over to their turn. Also, if you defeat all the Zoa, Albion will just summon them again, and if you defeat Albion first, the Zoa will resurrect him with Samrecarm. In order to beat them, you'll have to be able to finish both the Zoa and Albion in one turn.

For attacking, Phys skills are best since there's no risk. There's no counter for Support skills here, so rather than thinking hard about elemental resistances, use Tarukaja and Rakukaja. "-nda" skills will also

work. Defeat 3 of the Zoa first, then shave down the HP of the remaining Zoa and Albion. Once their HP get below 1/4 both the Zoa and Albion will seem exhausted and you can focus on dealing damage. Once you get the Albion down to the point where you can defeat him in one turn, wait until the next turn and then finish him.

•Burial Chamber Battle

Defeat him in 5 Press Turn Icons for the high score. Use all-attack Phys skills if you want to get them all in a turn. For this, you'll want as high-level an ally as possible for accuracy and critical. Also, using 1 Rakunda at the beginning can affect damage in one attack greatly.



Enemy		FUTOMIMI										
		HP	MP	St	EXP							
		5500	2000	10000	10000							
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
		50	100	100▲	100▲	100	100	Void	Void	Void	Void	Void
Skill		Focus, War Cry, Mute Gaze, Lunge										

His basic abilities aren't very high, but even setting aside "War Cry," he can be an unusually powerful opponent. The "Focus" / "Lunge" combination is not to be looked down upon. You'll need "Tarunda" and "Dekunda." Since you only have to defend

against Phys, using "Sukukaja" and "Sukunda" to take down his accuracy is okay. If you use allies with Phys resistance you'll have a perfect defense. Since he's only really strong against Phys, attack with single-target element skills.



Seraph		GABRIEL										
		HP	MP	St	EXP							
		3000	1500	4000	6000							
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
		100	50	50	50	50	100	Repel	Repel	Void	Void	Void
Skills		Diarahan, Makarakarn, Tetrakarn, Stasis Blade										

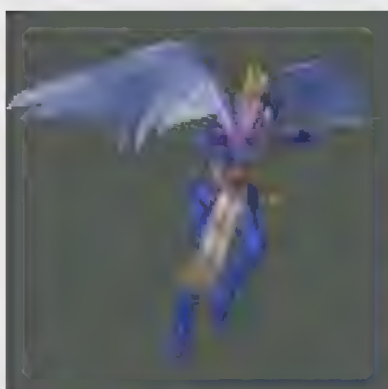
Seraph		URIEL										
		HP	MP	St	EXP							
		3000	1000	3000	2000							
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
		100	50	50▲	50▲	50	100	Repel	Repel	Void	Void	Void
Skills		Maziodyne, Radiance, Holy Wrath										

Seraph		RAPHAEL										
		HP	MP	St	EXP							
		3000	1000	3000	2000							
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
		100	50	50▲	50▲	50	100	Repel	Repel	Void	Void	Void
Skills		Beast Eye, Prominence, Megidola										

A combination enemy: Uriel heals while Gabriel and Raphael attack. When not healing, Uriel will use Tetrakarn and Makarakarn to set up a repel barrier, so prepare various elemental skills. There's nothing to cancel your support skills, so take a break and power up your best Phys attacks with Tarukaja and Rakunda while Tetrakarn is in effect. Make sure you have among your allies Expel, Fire, and Elec resistance, and you may have the benefit of taking the turn from your enemies. If you get paralyzed from Stasis Blade,

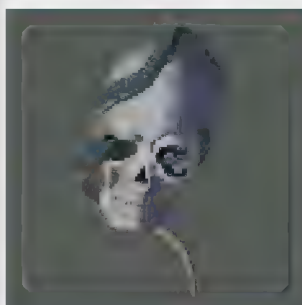
use a Dis-Stun or the skill Paraladi to cure it.

Generally you should beat them in the order Uriel, Raphael, Gabriel, but if you have multiple allies with Bright (Dark) Might there's no need to worry about this. If you can stack on 4 Tarukaja and Rakunda, it won't be hard to beat one each turn. Combine this with Focus and one attack can deal 1500-2000 damage. Combine support skills and swift attacking for the win.



Yurakucho Tunnel Trap 1(Bonus)

Location: Yurakucho Tunnel B2F (p158)



Night	LOA ★ 4						HP	MP	T.	EXP	
							571	231	443	454	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	100	100	150★	Void	Void	Vo'd	100
Skills	Debilitate, Tetraja, Mamudo, Venom Bite, Stone Gaze, Mamudoon, Last Resort										

These 4 are just like Loa you encounter normally, but may be dangerous since they use consecutive Debilitates right off.

If you take too long to beat them they'll use Last Resort, so you'll need Dekunda. Don't forget Death resistance.

Yurakucho Tunnel Trap 2 (Bonus)

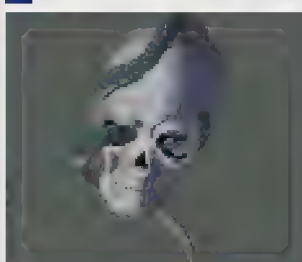
Location: Yurakucho Tunnel B6F (p160)

Cerberus



Beast	CERBERUS						HP	MP	T.	EXP	
							592	225	512	532	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	Repel	150★	100	100	100	100	100	100	100	100
Skills	Iron Claw, Binding Cry, Hellfire, Retaliate										

Loa



Night	LOA x 2						HP	MP	T.	EXP	
							571	231	443	454	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	100	100	150★	Void	Void	Vo'd	100
Skills	Debilitate, Tetraja, Mamudo, Venom Bite, Stone Gaze, Mamudoon, Last Resort										

Everything in this battle is what you would encounter normally, but it can be hard if you're not careful about the Debilitate string. Especially if it gives your party WEAKNESSES, you'll suffer a lot of damage from the Cerberus's

attacks and Retaliates. You'll want to use Dekunda to seal his attacks and strike at his WEAKNESS with ice skills at the same time. Naturally, you'll need to protect yourself against Death skills.

Guardian of the North (Fixed)

Location: Asakusa / Yushima Area Northern Temple (p160)



Kishin	BISHAMON						HP	MP	T.	EXP	
							4568	504	10000	10000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Repel	150★▲	100	100	100	Void	Void	Void	Void	Void
Skills	Focus, Hassohappa, Holy Wrath, Prominence, Diarahan										

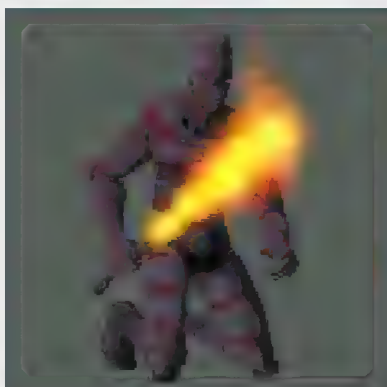
A strong enemy with the Focus and Hassohappa combination. The Expel Holy Wrath and Fire Prominence are also nothing to sneeze at. It's hard to choose what to defend against, but most of the damage will probably come from Phys so defend against that. You should also have one ally each with Fire and Expel Repel or Drain. Use

Support skills to get Bishamon's attack down and your defense up as much as possible. If you have War Cry, use it.

Against Bishamon, use ice, his WEAKNESS. He'll use Diarahan to heal himself fully, so power up your Ice skills with Makakaja and try to beat him as quickly as possible.

Diet Building Gatekeeper (Fixed Boss)

Location: Diet Building / West Wing 1F (p161)



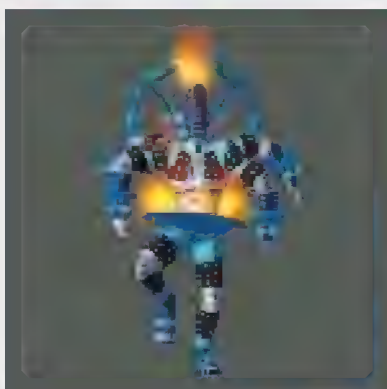
Tyrant		SURT									
		HP	MP	T	EXP						
		5000	3000	5000	8000						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	Drain	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skills		Tempest, Hell Thrust, Dekunda, Ragnarok, Hellfire, Retaliate									

Surt is a powerful enemy with strong Fire and Physical attacks, as well as Dekunda to counterbalance weakening. Defend against his Fire attacks with resistances, and use Rakukaja and Sukukaja against his Phys attacks.

When attacking, Phys isn't very effective and he has no WEAKNESS, so there's nothing to do but to chip away at him with other skills. Use Makakaja if you want to avoid a long battle. If you can use Pierce, combining that with Bright (Dark) Might can do a lot of damage.

The Portrait-Painting Mada (Fixed Boss)

Location: Diet Building / West Wing 2F (p161)



Vile		MADA									
		HP	MP	T	EXP						
		2500	747	5000	8000						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	Drain	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Vo'd
Skill		Debilitate, Intoxicate, Agidyne, Hades Blast, Gathering, Beast Eye, Dekunda									

With a variety of Phys, Fire, Mind, Support skills, and Phys Drain, he can be very troublesome. If you use "-kaja" and "-nda" Support skills, he'll counter with Debilitate and Dekunda. You'll need Mind resistant allies to guard against PANIC, and Phys and Fire

resistances if you can. When his HP go down he'll summon a Vile Pazuzu (abilities the same as a standard encounter) to heal him. Prepare some Ice skills to hit the Pazuzu's WEAKNESS and take him out quickly.

False Statue Mot (Fixed Boss)

Location: Diet Building / East Wing 1F (p162)



Tyrant		MOT									
		HP	MP	T	EXP						
		3500	3000	5000	8000						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	10	Void	Drain	150★	Repel	100	Void	Void	Void	Void	Void
Skills		Beast Eye, Makakaja, Megidolaon, Tempest, Dekunda, Mazandyne, Diarama									

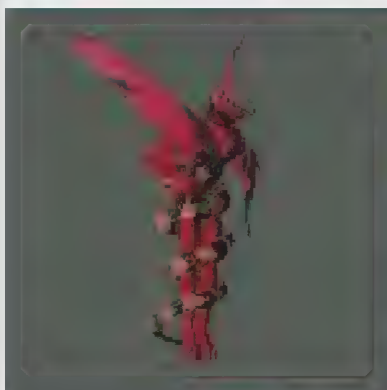
The key to the fight with Mot is defense against his Makakaja-strengthened Megidolaon. You can't resist Almighty skills, so you can only use Support skills to cut down the damage done. Use Rakukaja and Sukukaja, and counter Mot's Makakaja with Dekaja. You can also

cut some damage with Phys and Force Repel (Drain).

Focus on his WEAKNESS, Elec skills, when attacking. Copy Mot's trick and use Makakaja to power up your Elec attacks.

Conference Room Arbiter Mithra (Fixed Boss)

Location: Diet Building / East Hall 2F (p162)



MITHRA										
HP	MP	T	EXP							
4500	3000	5000	8000							
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skills Holy Wrath, Debilitate, Megidola, Dragon Eye, Mamudoon, Mahamaon, Mudoon, Hamaon										

Mithra resists Death, Expel, and battle status, so you're in for a tough fight if you don't pick resistances carefully. He has Expel and Death insta-kill skills, so if any of your allies have WEAKNESSES to those, they can be insta-killed.

First, only put allies in your party who resist both Expel and Death, and equip the protagonist with the Magatama Geis or Sophia (both defend against Expel). Unlike other demons, the protagonist naturally has 50%, so if you're lucky he won't be insta-killed. Better to guard against Holy Wrath which will take 80% of your HP.

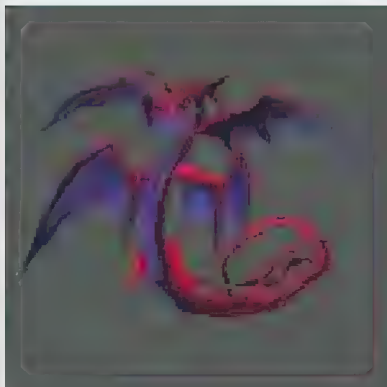
When battle starts, first use Tarunda (War Cry) or Sukunda (Fog Breath) to take down Mithra's attack power and accuracy. You'll also need Dekunda to protect against Debilitate. Then, center your attacks on Phys and hope for criticals. The Might skills are also useful.

•Burial Chamber Battle

Defeat him in 6 Press Turn Icons for the high score. He has no WEAKNESSES, so use Might Skills to increase your number of attacks. Don't forget to have your Expel and Death resistance as listed above.

Nihilo's #2: Samael (Fixed Boss)

Location: Diet Building / Central Tower 6F (p162)



SAMAEL										
HP	MP	T	EXP							
8500	4000	10000	9000							
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skill Maragidyne, Megidola, God's Curse, Beast Eye, Rakukaja, Dekunda, Dekaja										

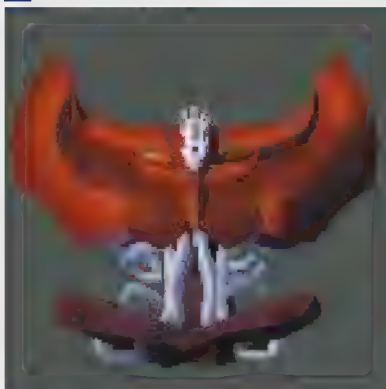
Samael's God's Curse skill will randomly assign you a Mind or Nerve Battle Status (PANIC, CHARM, SLEEP, BIND, STUN). Some allies can have the ability Void Battle Status, but the protagonist can only protect against one type. All you can do is equip Iyomante for Mind and rely on allies to cure the Nerve-related status. An effective cure is Deity Amaterasu's Prayer. The Nue purchasable in the 2nd Kalpa also has it, so raise them well for this battle. Other than that, you can just use Support skills to

strengthen yourself and weaken the enemy. Samael has Dekunda and Dekaja but won't use them very often, so this is a fairly reasonable strategy. Have Dekaja around to counter Rakukaja. At the worst, use a Dekaja Rock. In any case, you're in for a long battle, so you'll need MP restoring items. Don't waste precious items like Great Chakra or Bead of Life if you get in trouble.

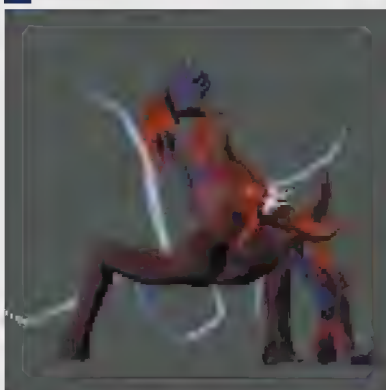
The Tyrant Silenced By Hikawa (Fixed Boss)

Location: Tower of Kagutsuchi 1 223F (p168)

Ahriman 1st Form



Ahriman 2nd Form



※The prohibition on "Magic Attack" and "Magic" refers to skills that consume MP, but on the "Magic Attack" prohibition you can use Support skills. Furthermore, Fend Dante's Stinger skill is Almighty but is prohibited under the "Physical Attack" prohibition, so be careful of this.

Tyrant		AHRIMAN • 1st Form											
		HP	MP	Ti	EXP								
		6000	3000	10000	10000								
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
		100	100	100▲	100▲	100	100	Repel	Repel	Void	Vo'd	Void	
Skill		Hell's Call, Agidyne, Maragidyne, Bufudyne, Mabufudyne, Zandyne, Mazandyne, Ziodyne, Maziodyne											

Tyrant		AHRIMAN • 2nd Form											
		HP	MP	Ti	EXP								
		18000	6000	10000	10000								
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
		100	100	100▲	100▲	100	100	Repel	Repel	Void	Vo'd	Void	
Skill		Dekaja, Dekunda, Tentacle, Apocalypse, Megidolaon											

Ahriman has two forms. The first plays "games" with the protagonist's side to prohibit their actions. The prohibited action will change from turn to turn, and can vary from physical attack, magic attack, magic, healing, item, summon, magic and items, magic and tools, etc. If the prohibition is broken, he'll use Hell's Call which is instant death regardless of elemental resistances. If you have Endure you can take it, but only once. If the battle goes on long, it will become "all but Physical attacks prohibited," so throw yourself at him to avoid a drawn-out battle at all costs.

After making the change to 2nd form, he will begin to attack with powerful all-target Phys and Almighty skills. He won't use Dekaja and

Dekunda often, so use Rakukaja and Tarunda to their limits and hope that he won't balance them immediately. It's better to take the time to use the skill again than to eat the damage from the unblockable Tentacle. Since it will assuredly be a long fight, make sure to equip MP-restoring items. This is the place to use your Beads of Life.

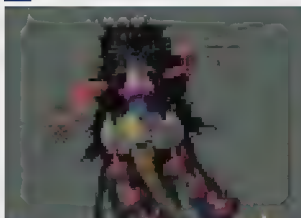
•Burial Chamber Battle

Defeat him in 22 Press Turn Icons for the high score. This is roughly about 5 turns. Since the first form prohibits actions, you can't use both Bright (Dark) Might and single-target skills to force him to a quick finale. To do the necessary damage in one hit, you should probably be at least LV90.

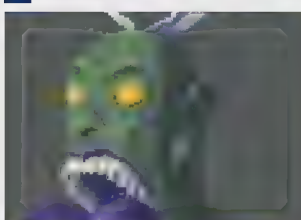
Tower of Kagutsuchi Trap 1(Bonus)

Location: Tower of Kagutsuchi 2 285F (p169)

Rangda



Abaddon



Tyrant		RANGDA											
		HP	MP	Ti	EXP								
		607	288	680	708								
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
		Repel	100	100	150★	100	100	100	100	100	100	100	
Skills		Debilitate, Stun Claw, Hell Fire											

Tyrant		ABADDON x 2											
		HP	MP	Ti	EXP								
		817	279	632	660								
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
		100	50	50	50	50	100	Void	Repel	100	100	100	
Skills		Mabufudyne, Panic Voice, Hades Blast, Retaliate											

Rangda, who repels Phys, and Abaddon, strong against magic: a bad combination. Using Elec skills to take care of the Rangda, then

normal ones on the Abaddon should be enough. To avoid Retaliate, you can keep using Elec skills to the end.

Noah's First Form



Noah's Second Form



V	NOAH • 1st Form						HP	MP	T	EXP	
							8000	4000	10000	10000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	100	100	Void	Void	Void	Vo d	Void
Skills	Aurora, Agidyne, Bufudyne, Ziodyne, Zandyne										

Vile		NOAH • 2nd Form						HP	MP	T	EXP	
								15000	5000	10000	10000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
	100	100	100	100	100	100	Void	Void	Void	Void	Void	
Skills	Aurora, Dekunda, Dekaja, Domination, Maragidyne, Mabufudyne, Maziodyne, Mazandyne											

Noah, like Ahriman, has two forms. Aurora is a unique skill that will change Noah's defensive properties. It is of utmost importance to follow these changes.

As shown above, Noah starts out resistant to Expel, Death, and Battle Status, but these properties will change on the first turn. A clue to this is what skill he attacks with right after Aurora. If it's Agidyne, he will have the properties "Ice effective (100%), Strong to Almighty (10%), all others Repel." For the other three, Bufudyne means Fire is effective that turn; Ziodyne, Force; Zandyne, Elec. This change may seem random, but it will be Ice / Fire / Force / Elec effective. Remember this, it will be important for his 2nd form. Noah's regular attacks are also strong, so use Rakukaja and Tarunda to weaken them.

When he changes to his 2nd form, he will use normal attacks and Support skills after Aurora, so you won't know his properties immediately. His pattern is the same as the 1st form, though. If you can tell this, it's easy to know what to attack him with. Then, it's okay to use the same strategy as

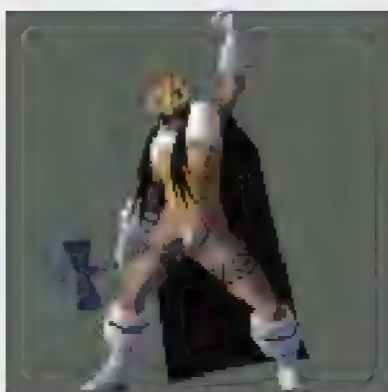
the 1st form. But the Domination attack he uses when his HP are low will be stronger than you expect, so make sure to use support skills to balance it out again. Since Noah's 2nd form skills will all be all-target attacks, plan your allies' WEAKNESSES carefully.

•Burial Chamber Battle

Beat him in 30 Press Turn Icons for the high score. Making sure you use no useless attacks on the first form is a point. Basically, have allies who can do one of each of the four properties. But, if the protagonist has Pierce and Freikugel, it's easy to do 100% damage with it.



The best way to reduce damage from the Almighty Domination is to combine Tarunda and Rakukaja. Makarakarn won't work.



Kishin		THOR						HP	MP	Fl	EXP
								8000	3000	5000	200
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	Repel	100	100	Repel	Void	50▲	Void	Void
Skills	Dragon Eye, Hell Thrust, Guillotine, Dekunda, Dekaja, Focus, Tarukaja, Makakaja, Ziodyne, Maziodyne, Bolt Storm										

His defenses are nothing out of the ordinary for a boss, but his attacks are severe. His basic pattern is Elec skill / Single-target Phys skill. If his Elecs get a SHOCK effect, he'll get criticals off his Guillotine and Hell Thrust. You'll want Elec Void / Drain / Repel for defense.

His attack pattern changes at 1/2 HP, using Dragon Eye to 5x his attacks, and then use "-kaja" skills or Focus to pump his attack power. Even a high level character can die in one hit from this, so don't spare the Support skills. He may counter with Dekunda or Dekaja, but this will still use Thor's actions, so use as many Support skills as possible.

•Burial Chamber Battle

Beat him in 10 Press Turn Icons for the High Score. This will be tough since he has no WEAKNESSES, but if you use the Bright (Dark) Might technique it's not unattainable. If you can get the Fiend Black Rider in your party it will be quite easy. This is a common trick, but the Black Rider's Soul Divide is the key. This skill takes the target down to 1/2 HP, and has the MUTE effect. MUTE won't work on Thor, but the 1/2 will. If you can use Next to use Soul Balance twice in one turn you can get him down to 2000 HP. If you focus your attacks on him next turn, you can defeat him quickly.

Mot



Shadow



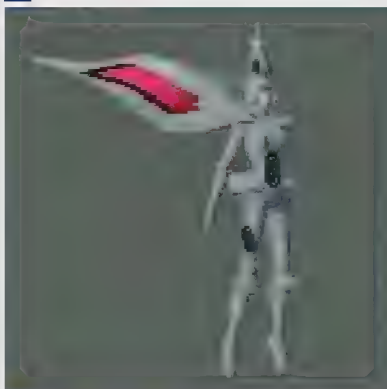
Type	MOT x 3						HP	MP	Fl	EXP	
							759	369	1028	1012	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	150★	100	100	Void	Void	Void	Void	Void
Skills	Maragidyne, Mazandyne, Makakaja, Megidolaon										

F	SHADOW						HP	MP	Fl.	EXP	
							420	216	392	396	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	100	100	100	150★	100	150★	Void	100	100	100
Skills	Mazionga, Makakaja, Tarukaja, Rakukaja, Sukukaja, Mudoon, Mana Drain										

A big battle with 3 Mots and 3 Shadows. It may be a shock at first, but if you've used "Riberama" to raise enemy encounter rate, it will seem like a normal combined encounter. Take out the Shadows

and their ugly combination of Death and Support skills with Force, then defeat the Mot with Elec. If you have single-target force skills, the Shadows will be easy.

Baal Avatar



Flauros



Ose



Deity BAAL AVATAR											
	HP	MP	TP	EXP							
	13000	5000	10000	10000							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	100▲	100	100	Repel	Void	Void	Void	Void
Skills	Bael's Bane, Beast Eye, Mahamaon, Radiance, Holy Wrath, Megidala, Divine Will										

Hallel FLAUROS											
	HP	MP	TP	EXP							
	6700	3000	—	—							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	100▲	100	100	Repel	Void	Void	Void	Void
Skills	Diarahan, Dekaja, Tetrakarn, Tarukaja, Rakukaja, Sukukaja, Makakaja, Hassohappa, Mazandyne, Maragidyne										

Hallel OSE											
	HP	MP	TP	EXP							
	6700	3000	—	—							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	100	100	Repel	Void	50	50	50
Skills	Diarahan, Beast Eye, Dekunda, Dekaja, Tetrakarn, Makarakarn, Rakunda, Chaos Blade, Mazidyne, Mabufudyne										

There is one absolute necessity for this battle: Curse resistance. Baal Avatar will use the Bael's Bane curse which efficiently deals the incurable FLY status. A character with this status will find all his stats but "Ag" at 1, and might as well not be there. Her Expel attacks are also strong, so use Makarakarn at least every turn. Giving the protagonist Void Expel and equipping with Djed is best.

The battle will start with just Baal Avatar. As long as you have Expel and Curse resistance there's no special need for caution. But after 4 turns, Flauros Hallel and Ose Hallel will appear, and Baal Avatar will fully heal. These are her supporters, with "-kaja" and "-nda" skills, Dekaja and Dekunda. If you don't beat these two first you can never beat Baal Avatar. You'll need Dekaja and Dekunda to balance their support, and Bright (Dark) Might to increase your criticals. Also, even if the protagonist's side uses Makarakarn or Tetrakarn, they will cleverly use non-repellant attacks, so it will not be effective. Prepare for a long battle.

•Burial Chamber Battle

Defeat them in 14 Press Turn Icons for the high score. But since the 2 supporters don't appear until the 4th turn and Baal Avatar heals, your real target is 12 Icons (3 turns). This will call for drastic tactics. First have the protagonist use high-critical, powerful HP-consuming attacks like Spiral Viper. Then have two allies with X Might and Tarukaja, and recruit Dante. Have the protagonist do nothing but skill attacks. 1 use of Dante's Provoke will lower the enemies' Defense, then continue with Stinger. Have each ally Tarukaja once to raise attack power two levels, then continuous Might. It will take a lot of luck, but after this setup you should be able to do damage to take one down in a turn, and beat them all in 3. Continue with the protagonist's HP-consuming skill Freikugel. A Makakaja-powered Fire Boost and Magma Axis combination should also have enough power.



If you take it without Support Skills, Infinite Light is powerful. It will annihilate you all in a moment.

KAGUTSUCHI • 1st Form										
HP	MP	TP	EXP							
20000	7000	10000	10000							
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skills										
Vast Light, Dekunda, Dekaja, Phase Shift, Maragidyne, Mabufudyne, Maziodyne, Mazandyne, Megidola										

KAGUTSUCHI • 2nd Form										
HP	MP	TP	EXP							
40000	10000	100	3000							
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skills										
Dragon Eye, Maragidyne, Mabufudyne, Maziodyne, Mazandyne, Infinite Light, Dekunda										

The battle with Kagutsuchi starts during the NEW phase, and he will randomly use Fire, Ice, Elec, or Force skills. But, one phase of the Kagutsuchi will pass in a turn. When it reaches FULL, he'll start using the powerful Almighty Vast Light skill. Rather than thinking about WEAKNESSES for this battle, gather as many "-kaja" and "-nda" skills as you can. You can't abate damage on Vast Light anyway, and he won't counter with Dekaja and Dekunda often. Then, since the Kagutsuchi phase will change, Bright (Dark) Might will work, but look ahead to the 2nd form and stick with Bright. When his HP gets low, he'll use Phase Shift to forcibly change the Kagutsuchi phase, so he'll use Vast Light more often. But as long as you're careful about healing, beating this Kagutsuchi won't be hard.

Once you beat the first Kagutsuchi, you will fight

his second form. At this time the Kagutsuchi phase will be fixed at FULL and he will randomly start using Vast Light's upgrade, Infinite Light. But since he won't use Dekaja any more, use Rakukaja to raise your defenses. If you use Tarukaja and Rakunda at this time, Bright Might can be terrifically powerful. Also, since he will proclaim before he uses Infinite Light, use War Cry and Tarunda to take down his attack power as much as possible. It will be a war of attrition even if you fight perfectly, so don't be stingy with Bead Chains, Great Chakras, and Beads of Life. Like it or not, this is the last battle.

But take care: for some players, the true last battle (p233) is yet to come.

Kagutsuchi 1st Form



Kagutsuchi 2nd Form



Guardian of the North, Rematch (Fixed Boss)

Location: Bandou Shrine (p176)



Kishin		BISHAMON					HP	MP	T.	EXP	
							20000	10000	10000	10000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Repel	150★▲	100▲	100	100	Void	Void	Void	Void	Void
Skills	Tempest, Maragidyne, Hellfire, Prominence, Megidolaon, Tarukaja, Makakaja, Dekaja, Debilitate, Dragon Eye										

Bishamon, one of the 4 Heavenly Kings of the Bandou Shrine. He's much stronger than when you fought him in the Northern Temple. He has the same resistances as before: Fire Repel / Expel, Death, Battle Status Void / Weak to Ice, but his battle style is more vicious.

All of his attacking skills are powerful Phys, Fire, or Almighty. He's also got an abundance of Support skills he can use well. For instance, he'll use Dragon Eye to increase his actions, then 4 Tarukaja followed by Tempest, or perhaps 4 Makakaja followed by Megidolaon. If you don't balance these 4 "-kaja" skills immediately with

Dekaja on the next turn he'll break out 4 consecutive Tempests or Fire-based all-attacks, enough to destroy even a LV99 party. He'll also break out Debilitate and Dekaja to weaken the protagonist sometimes.

To defend in this battle, rely on Fire resistances and Tetrakarn to protect against Phys attacks. In addition, you'll need War Cry and Fog Breath to weaken him, and the defense of Rakukaja. Naturally, you should also have Dekaja and Dekunda for counterbalancing.

Guardian of the East (Fixed Boss)

Location: Bandou Shrine (p176)



Kishin		JIKOKU						HP	MP	T.	EXP
								20000	10000	10000	5000
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	150★	Repel▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skills	Bufudyne, Mabufudyne, Glacial Blast, Megidolaon, Tarukaja, Makakaja, Rakukaja, Tarunda, Rakunda, Tetrakarn Focus, Beast Eye, Dragon Eye										

Jikoku's main pattern is to increase his actions and then use consecutive Makarakarn, then to use consecutive Ice attacks on his next turn. His pattern is a bit like Bishamon, but once one of your party members gets FREEZE status, it becomes more terrifying. To explain it concretely, he will target the demon with FREEZE status, then repeat a Beast Eye / Focus / direct attack (Critical) / Beast Eye pattern, until the targeted demon is totally dead. There is only one thing you can do to prevent this terrifying chain: don't get FREEZE status. Build your resis-

tance against Ice, and defend against other types of damage with Support skills. Jikoku doesn't have Dekaja or Dekunda, so you can use Support skills like War Cry and Fog Breath uncontested. Tetrakarn can also be useful for defense, but keep in mind that Phys repel won't protect against FREEZE.

Also, if the protagonist has Magma Axis and Fire Boost, you can use Makakaja and Rakunda as Support to do over 5000 damage in one hit.



Koumoku		KOUMOKU										
		HP	MP	T	EXP							
		20000	10000	10000	5000							
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
		100	100	100	150★	Repel	100	Void	Void	Void	Void	Void
Skills		Berserk, Deathbound, Zandyne, Mazandyne, Wind Cutter, Megidolaon, Makakaja, Rakukaja, Rakunda, Focus, Dragon Eye										

Koumoku's attack pattern is similar to Bishamon's. The difference is that he'll use Focus instead of Tarukaja to power up his Phys skills. Since he can't counterbalance with Dekunda and Dekaja, if you use Rakukaja and Tarunda to their limits, these attacks will become no real threat. If you can seal his Force attacks with elemental resistances, this battle will be quite easy.

But, since he'll occasionally use the Almighty skill Megidolaon, you should always use Dekaja to counterbalance his magic power increase. And if you use Sukukaja and Sukunda 4 times each, the

already-low accuracy Berserk and Deathbound and his other attacking skills will become extremely easy to dodge.

Koumoku also has a WEAKNESS that the other Heavenly Kings don't have. That is, when attacked with Elec, he has no resistance to SHOCK. If you manage to give Koumoku SHOCK status, your physical skills will always critical hit, so it's very useful. He can also be FREEZEd with Ice, so if allies who don't possess Elec skills can also be useful. He could easily be called the weakest of the Four Heavenly Kings.



Zouchou		ZOUCHOU										
		HP	MP	T	EXP							
		20000	10000	10000	5000							
Def		Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
		100	100	100	100	150★	100	Void	Void	Void	Void	Void
Skills		Ziodyne, Maziodyne, Bolt Storm, Megidolaon, Life Drain, Tarukaja, Makakaja, Rakukaja, Tarunda, Rakunda, Focus, Beast Eye										

Zouchou uses a strategy like Jikoku's FREEZEing with Ice and then combining Phys attacks. He will generally up his magic power with Makakaja / consecutive Elec skills / if the opponent is SHOCKed Beast Eye / Focus / repeated direct attacks.

Use Sukukaja and Sukunda to raise your dodge since he can't counter them, then use Dekaja and Dekunda to balance other Support skills as necessary. Then it's just a matter of attacking with Force skills, Zouchou's WEAKNESS. The defense, as learned from the other Kings, is

Elec Repel or Drain. You'll also need MP restoring items for when he uses the Almighty Life Drain.

Speaking of defenses, Zouchou has a decisive difference from the other 4 Kings. That is, while he has an elemental WEAKNESS, he doesn't have a special resistance in any of the other 3 attributes. According to the pattern he should have Elec Repel, but he just takes normal damage. Since your high-level allies will probably have a lot of Elec skills, this could be called a thankful blessing.

Fiend Battle Royale Part 1(Fixed Boss)

Location: Great Underpass of Ginza B1F-b (p120)



MATADOR											
HP	MP	ℓ	EXP								
1000	500	700	1200	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death
100	100	100▲	100▲	Void	100	Void	Void	Void	Void	Void	Void
Skills											
Andalucia, Red Capote, Mazan, Focus, Taunt, Dekunda											

The battle with the first Fiend, Matador, is compulsory despite being a Fiend battle. Depending on the protagonist's level and skills when you encounter him, he can be quite a strong enemy.

When fighting, the Matador will first use Red Capote to get his dodge up to its highest point (like 4 Sukukaja), then repeated Force skills, or use a Focus / Andalucia combo to deal great damage. He'll also lower your defense power with Taunt, so depending on the situation you could end up on the verge of annihilation in one turn. First you need to restore your defense power

with Dekunda, then cancel out the Red Capote with Dekaja or Fog Breath.

On top of the typical boss Expel / Death / Battle Status Void attributes he also has Void Force, and his basic dodge is already high, so use skills to lower his accuracy. Use Bright (Dark) Might and Focus to strengthen your basic attacks, so you can beat the Matador's Taunt. If you still don't have many MP, keep focused on low-MP-consumption magic skills and attacks for the sake of Healing and Support spells.

Meeting Fiend Dante (Fixed Boss)

Location: Ikebukuro / Main Hall 1F (p123)



DANTE • 1st time											
HP	MP	ℓ	EXP								
2400	3000	800	900	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death
100	100	100▲	100▲	100	100	Void	Void	Void	Void	Void	Void
Skill											
E & I, Rebellion, Bullet Time, Holy Star, Provoke											

Your first battle with Fiend Dante. As with the Matador, this is a compulsory battle. Dante will generally fight by first lowering your defense power with Provoke, then attack with strong Phys skills. Even if you try to take his abilities down with "-nda" skills, he'll use Holy Star to counter it in a flash. Sukukaja is the only Support skill he cannot counter. Therefore you may want to have multiple allies with this skill.

Dante's abilities are entirely Phys, so if you have a party with high Phys resistance this will be easy. However, Bullet Time carries the PANIC effect, so at the very least you want to equip

the protagonist with Iyomante. If an ally gets PANIC, use Sacred Water to cure them.

As for your battle strategy, since he's been nice enough to raise your attack power with Provoke, attacking with physical skills will be very effective. If you've got Bright (Dark) Might or Focus, those effects will also be increased. Especially since you encounter Dante in Ikebukuro, there should be many demons with high Phys resistance and many Phys skills. If you can ally with these demons, they'll be a big help.



Fiend		DAISOUJOU										
		HP	MP	T	EXP							
		2500	800	2000	2000							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
	50	50	50▲	50▲	50	100	Repel	Repel	Drain	Void	Drain	
Skills		Meditation, Mahamaon, Mamudoon, Preach, Startle										

When meeting the Fiend Daisoujou in Ikebukuro, picking your resistances will be a problem. His main attacks other than the standard will vary greatly, from Mind to Expel to Death, and all of them can be a danger. If you have to choose a preference, make it Mind Resistance. The CHARM, PANIC, SLEEP effects that Preach can deal are all lethal. Get the protagonist through with Iyomante, and find allies to put in your party who have Mind resistance or Void Battle Status. For the Expel and Death, you can only use Sukukaja and Fog Breath to pump your dodge up to its limits. Even if you have an ally with Tetraja, it consumes a lot of MP, and having an ally solely dedicated to

Tetraja can be a blow against you. The raised Dodge will also be useful against the Almighty-based Meditation.

For attacking, Almighty are the only skills that have full effect; instant death and battle status have no effect, and the other attack types have half-effect. For this, the combination of Tarukaja and Bright (Dark) Might is best. Since it can increase criticals and number of attacks, force the battle to a finish as soon as possible. The longer you take, the higher the possibility that you will fall victim to one of his instant death attacks.



Fiend		HELL BIKER										
		HP	MP	T	EXP							
		3000	1000	2500	2500							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
	100	Void	100▲	100▲	Drain	100	Void	Void	Void	Void	Void	
Skills		Hell Spin, Hell Burner, Hell Exhaust, Hell Throttle										

The Hell Biker has resistances that null Fire, Drain Force, and null Expel, Death, and battle status effects. The attack of his to be most wary of is the Force Skill Hell Exhaust which also has the Dekaja effect. Even if you have resistance to the Force effect, you will still be affected by this Dekaja. Therefore, weakening the Hell's Angel with "-nda" skills should be a priority from the time the battle begins.

For your defenses, it's okay to have one ally each with Phys, Fire, or Force resistance. Since all of the Hell Biker's attacks are all-target, as long as one of your allies has Repel or Drain

in that element you can take the turn. But at the time you encounter him the protagonist will probably not have an appropriate Magatama. Leave the Force and Fire resistances to the others, and equip the protagonist with the Phys-strong Kamudo.

Even if you don't have any Support "-kaja" skills, as long as you have strong single-target attacks and all-Heal spells you'll be okay. As the battle goes on the Hell Biker will use Hell Throttle to increase his actions, but if you use War Cry and Tarunda to decrease his attack power you should be able to resist the 4 consecutive Hell Exhaust.

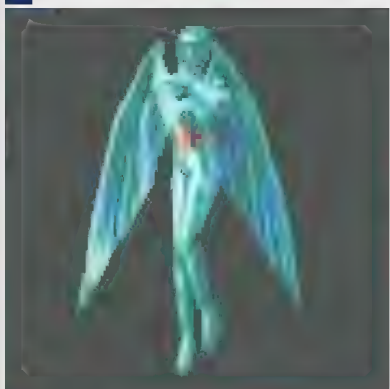


At the end, you can summon whatever allies you like to get the EXP from the petrified Virtues.

Fiend	WHITE RIDER						HP	MP	T	EXP	
							4000	1500	3000	5000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Void	100▲	100▲	100	100	Void	Void	Void	Void	Void
Skills	God's Bow, Prominence, Dekaja, Dragon Eye, Call Angel										

Divine		VIRTUE					HP	MP	T	EXP	
							400	174	268	256	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	150★	100	Repel	150★	20	20	20
Skills	Rakunda, Mediarama, Makarakarn										

Virtue



White Rider



The White Rider, whom you can encounter after finishing the 2nd Kalpa, is much stronger than the fiends you have fought previously. The insta-kill Expel skill God's Bow and the Divine Virtue-summoning Call Angel are a particular threat. The White Rider will start by calling reinforcements with two back-to-back Call Angel's. Then, with the support of the other two, he will begin his attacks. If you defeat the Virtues, the White Rider will use Dragon Eye to 4x

his actions and perform the summon again. To nullify the Virtue without defeating them will be a problem as well, since their Battle Status resistance is unusually high (20%). If you have all-target Force skills which are their WEAKNESS, you can do damage to White Rider at the same time as you are defeating Virtue, and also increase your side's actions. That way, you don't need to pay unnecessary attention to the Virtue.

When making your party, you'll need someone with Expel Void / Repel / Drain to protect against God's Bow. Naturally you should equip the protagonist with the Void Expel Ankh. Not just defenses, but skills are important to choose from. To lessen damage from the unblockable Prominence you'll definitely want someone with Tarunda or Sukunda (or War Cry and Fog Breath). Having Dekunda to balance the Virtue Rakunda is also useful. Then, preparing Makakarn will be perfect against the strong Phys and Almighty skills. Also, if you have an ally with Stone Gaze there is a high chance of petrifying the Virtue. If you don't destroy them then, this is a way to nullify their Heal and Support skills without the White Rider calling more.

※If you dodge the battle at Asakusa Terminal, there is a chance you will encounter him at Shibuya, Ginza, or Ikebukuro.



The SHOCK status dealt by both Terror Blade and the Powers Guillotine will be a threat. Have Elec resistance if at all possible.

RED RIDER											
	HP	MP	T	EXP							
	4300	1700	3000	5000							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	Void	Void	100	Void	Void	Void	Void	Void
Skills	Terrorblade, Wind Cutter, Bolt Storm, Dekunda, Dragon Eye, Call Soldier										

POWER											
	HP	MP	T	EXP							
	320	126	192	173							
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100	100	100	100	Repel	150★	20	50	20
Skills	Tarukaja, Hamaon, Guillotine										

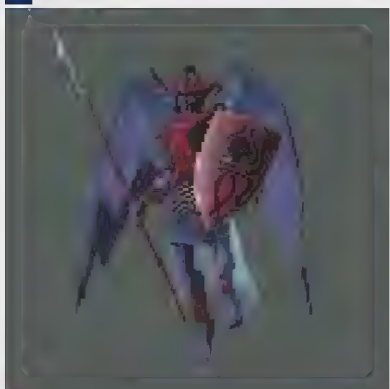
The 2nd Horseman's attack pattern is much like the White Rider's. He'll start using Call Soldier to call in reinforcements, then on the turn after they are defeated, he'll use Dragon Eye / Summon once again. But since his skills and the demons he calls will be different, your side will need different preparations.

Your necessary defense is Mind resistance. The Red Rider's Terrorblade has a high chance of giving you PANIC status. In case

he uses Bolt Storm to SHOCK you followed up by Terrorblade, have at least one ally with Elec Repel or Drain. For Support skills, the "-kaja" types should be enough. Red Rider will use Dekunda carefully, so weakening him will have almost no effect. Rakukaja should be enough to abate his damage for now. Also, to counter the Power's Tarukaja, Dekaja or War Cry are nice.

The best countermeasure to the Power are Death skills with as high accuracy as possible. At this level, you should be able to befriend demons with skills like Mudo, Stone Gaze and Evil Gaze. The best option is Stone Gaze, as with the White Rider. You can also use Mamudo if you fused with the previously-defeated Fiend Daisoujou, but this is dangerous since it also targets Red Rider, and you will lose 2 Press Turn Icons from his resistance. After this, the safest course of action is probably the Bright (Dark) Might and Tarukaja combination. Luckily, since the Red Rider appears in the Great Underpass of Ginza that has no random encounters, you can wait around for the proper Kagutsuchi phase to fight him.

Power



Red Rider



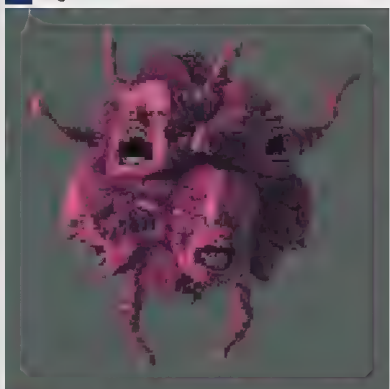


Without Curse resistance, the Black Rider's "Soul Divide" can put the party in a tight spot in an instant.

BLACK RIDER										
	HP	MP	T	EXP						
	4600	1800	3000	5000						
Def	Phys	Ice	Fire	Elec	Force	Almty	Expel	Death	Curse	Nerve
	100	100	Drain	100▲	100	100	Void	Void	Void	Vo'd
Skills	Soul Divide, Glacial Blast, Megidola, Megidolaon, Dekaja, Dragon Eye, Call Souls									

LEGION										
	HP	MP	T	EXP						
	546	180	356	354						
Def	Phys	Ice	Fire	Elec	Force	Almty	Expel	Death	Curse	Nerve
	100	100	100	150★	100	100	150★	Repel	20	20
Skills	Hell Gaze, Mamudoon, Deathtouch, Tetrakarn, Tempest, Makakaja									

Legion



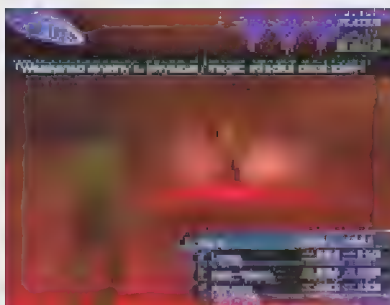
Black Rider



Black Rider, like the two Horsemen before him, will call in his own allies (Legion) to support him. You can fight him after you clear the Obelisk. Your first point of caution in this battle is Soul Divide. This Curse-property skill will cut your HP in half and deals MUTE status. Make sure all your party has Curse resistance if possible. Equip the protagonist with the Djed found in the Obelisk. Again like the Red Rider, the Black Rider will use Glacial Blast to deal FREEZE status, then focus standard

attacks and the Legion's Tempest in a series of criticals. This is more of a concern than his Death attacks, so on top of Curse resistance, you'll want party members with either Ice Repel or Drain.

As for your skills, you'll want things other than Phys attacks due to the Legion's Tetrakarn. Single-target Expel skills in particular are needed for clearing up the Legion without wasting your own turn actions. Since you will be around level 50 when you encounter Black Rider, allies with Violet Flash or Thunderclap shouldn't be hard to find. These are damage-based skills, so you won't have to deal with the gamble of instant death or failure. Then, to counter Black Rider's Dekaja, you'll want "-nda" Support skills (like War Cry or Fog Breath). War Cry is useful not only to help with dodging Black Rider's Almighty skills and Legion's Death skills, but also to balance against Legion's Makakaja. MP restoring items are also a necessity, since you're in for another long battle.



Defend against strong Phys skills with War Cry. Even if Dante counters right away, it will take his turn to do so.

Found	DANTE • 2nd Time						HP	MP	T.	EXP	
							5000	3000	10000	10000	
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	100▲	100	100	Void	Void	Void	Void	Void
Skills	Stinger (Chase Event Only) / E & I, Rebellion, Bullet Time, Holy Star, Provoke, Round Trip, Whirlwind, Showtime										

Your reunion with Dante in the 3rd Kalpa of the Labyrinth of Amala. The fight with him is split between one that occurs during a chase event from B2F to B3F, and one that occurs on a special point on B4F.

For the chase event battle, Dante will just continuously use his Stinger attack (2 times per turn). This is an Almighty attack with the danger of causing instant death, and there is no way to avoid the instant death with defenses. However, the instant death will not take effect when used against the protagonist in this battle. Since Dante will soon run away again, there is no need to exert yourself on skills. For healing after battle, you'll

want healing items like Balm of Rising, and allies with skills like Recarm and Samrecarm.

The battle on B4F is a violent one where every turn counts. With Phys skills with high critical rates, all-target Elec, Force, and Almighty attacks, and two types of Support skills, Dante is firmly well-balanced. Dealing with Dante's Support skills will be the same as the battle in Ikebukuro (see p222): use Sukukaja to raise your dodge rate, and Dekunda to balance his Provoke.

In this battle, Dante's attack pattern will vary on 4 levels. He'll start out mainly with standard attacks and E & I, occasionally using Support skills. When his HP reach a certain point, he'll start adding Round Trip and Whirlwind to the pattern. At this time, it will be useful to have your Elec resistant allies out. When his HP get reduced again, this time he'll bring out Bullet Time and Rebellion. They're both Phys skills, but the former will occasionally deal PANIC status. This will be trouble if you don't have Mind resistance, so equip the protagonist with Iyomante. If an ally gets PANIC, cure them with Sacred Water. When Dante's knocked down to 20-30% HP, he'll start using the powerful Almighty attack Showtime. This can be harsh if he uses it consecutively, but if you've been pumping up your attack power you should be able to beat him in 1-2 turns. Now you can more or less put off healing, and focus on finishing him off.



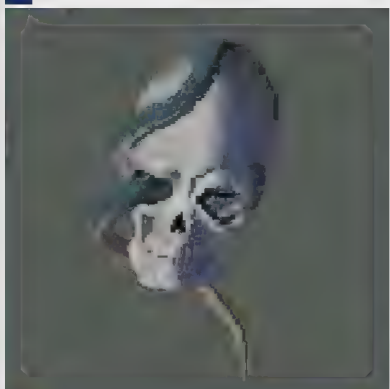


The Loas Last Resort may damage even his allies, but Pale Rider will drain the self-destruct. Prevent this at all costs.

PALE RIDER										
HP	MP	%	EXP							
5000	2000	3000	5000	Def	Phys	Fire	Ice	Elec	Force	Almty
				100	100	100	Void	100▲	100	100
Skills: Pestilence, Blight, Mabufudyne, Eternal Rest, Dragon Eye, Call Evil										

LOA										
HP	MP	%	EXP							
414	225	404	410	Def	Phys	Fire	Ice	Elec	Force	Almty
				100	100	100	100	100	100	100
Skills: Debilitate, Tetraja, Mamudo, Venom Bite, Stone Gaze, Mamudoon, Last Resort, Dormina										

Loa



Pale Rider



The last of the 4 Horsemen. The Pale Rider will first use "Call Evil" to summon 2 Loa. On his next turn he'll begin a fierce combination. If you're unlucky and are FREEZED by his Mabufudyne, the 2 Loa will lower the protagonist's abilities with Debilitate, then on the next attack Pale Rider will use Blight to critical and deal huge damage. If any allies get POISON status there, on the next turn he'll use the Almighty skill Pestilence that auto-kills any allies with POISON status. The Loa's combination of

Dormina with Eternal Rest can also be trouble. Also, if you focus even a fraction of your attacks against the Loa, they'll not only use Last Resort, but the Pale Rider will then use Dragon Eye / Call Evil to call them all back again.

Frankly, there is no perfect way to guard against this attack pattern. If you just focus on skills to defend against instant death, you'll need resistance against Curse, Mind, and Death as well. The best course of action is to give resistance against Curse and Mind, then use Support skills to take down attack power on the other attacks. At the very least, have Dekunda to counter the Fog Breath and Debilitate. You can also use Tetraja against the Death skills. But, there is only one possible ally who has all of these properties, and that is the Fiend Black Rider whom you fight before Pale Rider. Aside from Ice, the White Rider also has suitable defenses for this task. You can also use God's Bow to kill the Loa in one shot. You may need to gain a few levels, but having former tough enemies on your side isn't bad. The best cure for a Fiend is another Fiend.



The X Might strategy won't work on the Phys Repel Harlot. Fight the battle with careful choice of skills.

THE HARLOT											
						HP	MP	%	EXP		
						5000	2000	4000	8000		
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	Repel	100	100	Drain	100	100	Void	Void	Void	Void	Void
Skills	Beast Roar, Death Lust, Maziodyne, Makajamon, Bolt Storm, Dekunda, Focus, Dragon Eye										

The Harlot's attack pattern is as capricious as her personality. She doesn't have one pattern, but attacks with many different skills. Generally she will alternate a regular attack and a skill for her two actions. She will occasionally use Dragon Eye to 4x her actions, then Focus to increase her attack power for each attack. But even augmented by Focus, her normal attacks aren't very effective. After her HP gets to 20-30% she'll use Dragon Eye to repeat Elec attacks, then Focus and repeated normal attacks on a SHOCKed character to deal criticals and kill them in a single hit. Then, since she'll use Makajamon more often, you'll have to use skills and items

to recover from MUTE (Mutudi and Dis-Mute).

For individual attacks, be careful of the Almighty all-target attack Beast Roar which simultaneously recovers 500 HP for her, and the all-target Mind attack Death Lust which deals CHARM status. You can prevent Lust with Mind resistance, but Roar can only be abated with Support skills that raise dodge or lower attack power. But since she'll counter "-nda" skills with Dekunda, Rakukaja and Sukukaja will work best.

The hardest part of the battle with The Harlot will be getting through her defenses. With Phys Repel, Elec Drain, Expel / Death / Battle Status Void, you'll need single-target Fire, Ice, and Force skills, but finding allies with the defenses listed above as well as these attacks will be tough. Like in the battle with Pale Rider, the solution is pitting Fiends against each other. The most suited to be your ally here is Red Rider, with Elec and Battle Status resistance, and the Force attack Wind Cutter. Though they have no Elec resistance, Black Rider and his Glacial Blast or White Rider and his Prominence are also good. If you can get the Fiends in your party, equip the protagonist with Iyomante and just focus on keeping his HP up.





You will lose one ally to Evil Melody. Endure will not work. You'll need Samrecarm or Balm of Rising.

TRUMPETER										
	HP	MP	%	EXP						
	11000	5000	4000	8000						
Stats	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve
	100	100	100▲	100▲	100	100	Void	Void	Void	Void
Skills	Evil Melody, Holy Melody, Maragidyne, Mabufudyne, Maziodyne, Mazandyne, Megidolaon, Makakaja, Dekaja									

Whether or not you're collecting the Candelabrum, the Trumpeter will be a dangerous encounter. He doesn't have any especially bad insta-kill or battle status skills, so you might underestimate him, but the Trumpeter's two exclusive skills, Evil Melody and Holy Melody will make this an exceptionally hard battle.

Holy Melody totally recovers the HP and MP of the member of the enemy party with the least HP (compared to their max), and Evil Melody will instantly kill the member of the protagonist's party who has lost the most HP. In this battle, regulating the HP of both parties will

be an important point.

On the first turn, Trumpeter will preemptively use Holy Melody. Then, he will announce the use of Melodies for eight turns and use it on the 8th turn, then randomly use them every four turns after that. If all allies have full HP he will use Evil Melody to randomly choose a member of your party, including the protagonist, to insta-kill. It's cruel, but in order to dodge this you'll need allies who you don't care about dying. In order to keep the sacrificial character at low HP, you'll need Heal skills that work on a single target, like Diarama and Dia (or items like Life Stone and Medicine). Then, by lowering the Trumpeter's attack power with things like War Cry, maintaining remaining HP will be simple. Just get 1 character's HP to around 25% (HP display yellow), and the other allies will be safe, and the Trumpeter won't be using Holy Melody to heal himself.

A concrete battle plan is to monitor the Kagutsuchi phase and equip each ally with Bright (Dark) Might. Using the HP monitoring method detailed above, use Rakunda and Sukunda skills to keep dealing criticals. When Trumpeter is around 30% HP, stop attacking and wait for the Melody to kill an ally, or if he heals, press your final attacks. If you have two allies left at this time you should be able to beat him before the next Melody.



The Fly Lord Remaking the World (Fixed Boss)



The flashy Death Flies skill. It will kill any allies without Death resistance. Be careful; Anti-Death won't protect you.

BEELZEBUB											
Type		HP	MP	W	EXP						
		16000	10000	10000	10000						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	100	50▲	50▲	50	100	Repel	Repel	Void	Vo'd	Void
Skills	Death Flies, Maziodyne, Mazandyne, Megidolaon, Dekaja, Dekunda, Focus										

Beelzebub, the Lord of the Flies, is truly the Tyrant of Tyrants. He'll typically use powerful Curse attacks, so you'll have to push your own power to fight him. His most fearful attack is the Almighty Death Flies that will insta-kill anyone without Death resistance. Because of this skill, the protagonist and allies will all want to have Void Death or better resistance. Furthermore, he will use Dekaja and Dekunda to counter Support skills, so it's important to have a high Vi stat to resist the Almighty attacks and regular attacks enhanced with Focus. Have as high level allies as possible; raising the protagonist's level is also desirable.

The recommended level is about 70.

Regarding attack pattern, Beelzebub's is relatively simple. He'll repeat powerful all-attack and regular attack skills, and if you use Support skills, he'll counter it with Dekaja or Dekunda. Other than Death resistance, what you'll need for your party is powerful single attacks and all-Heal skills.

Looking at Beelzebub's defense, the only properties that have full effect are Fire and Almighty, so selecting attack properties will be important. The X Might strategy that is usually useful against bosses will hurt you here since he only takes half damage from Phys. But there's no loss in just using the War Cry skill. You can't help that Beelzebub will counter with Dekunda when you use it, but at least this will eat up one of his actions, and on the off chance he doesn't, you can reduce the damage you take on that turn. For resistances, on top of Death resistance, Elec or Force resistance will also help the party. Beelzebub's Maziodyne and Mazandyne are both all-target attacks, so if even one ally has the proper resistance you can take away his actions. Since this promises to be a long battle or a war of attrition, don't disregard small gains like this.

Beelzebub Human Form



Beelzebub Fly Form



SHIN MEGAMI TENSEI
REVENGE
ATMOSPHERE



The 5-hit Fire of Sinai. It can be lethal when stacked with Makakaja and Debilitate.

METATRON											
Stats		HP	MP	%	EXP						
		16000	10000	10000	10000						
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	50	100▲	50▲	50	100	Void	Void	Void	Void	Void
Skills	Fire of Sinai, Holy Wrath, Mahamaon, Megidolaon, Tarukaja, Makakaja, Dekaja, Dekunda, Debilitate										

If Beelzebub is the Tyrant of Tyrants, then Metatron is the Divine of Divine. His attacks are far fiercer than those of Beelzebub.

His most frightening move is the multi-hit Almighty Fire of Sinai. There's no instant death or battle status effects carried on it, but a single hit does so much damage that if he attacks one target with it twice it can still be unblockable certain death. He also has the strong Expel skills Holy Wrath and Mahamaon, so don't forget to give allies and the protagonist Expel resistance.

In battle, Metatron will often use a Support skill / Attack skill combination. If you use "-kaja" or "-nda" skills, he'll

definitely use Dekaja / Dekunda to counter it in one turn. In order to win through this bidding war, you first need Dekaja and Dekunda. You'll want to use skills that have two effect levels per use: War Cry, Fog Breath, and Taunt. Of these, Taunt trades a big decrease in defense for an increase in Phys attack, but Metatron's normal attacks are very weak so there's no real demerit here. Taking him down two defense levels at a time, his 50% Phys resistance will gradually become effective, and you can start using the X Might and strong criticals battle plan. Ice and Almighty skills can get through naturally, but don't do as much damage in one hit as Fire and normal attacks, so this plan is food for thought.

To make this plan more effective you need allies in your party with Phys Repel on top of Expel resistance (like the Vile Girimehkala encountered on this level, or the Fiend Harlot) in your party. With a Phys-repelling ally in your party, when Metatron does his occasional Phys combo, the damage will hurt him and the turn will go over to your side. This is a more effective strategy than using Dekaja every Press Turn Icon.



The Strongest of the Fallen, Who Opposed God (Fixed Boss)

LUCIFER											
Defenses		HP		MP		d		EXP			
		65535		65535		--		--			
Daf	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	25	25	25▲	25▲	25	25	Void	Void	Void	Void	Void
Skills	Evil Gleam, High King, Root of Evil, Maragidyne, Mabufudyne, Megidola, Megidolaon, Prominence, Glacial Blast, Diarama, Dekaja, Dekunda										

The ultimate demon, Lucifer. His strength is obvious from his stats. Especially his defenses, which are all 25%, including Almighty. On top of that, his attacks are fierce, and his standard single-target attack has a high critical rate and the Almighty property, so you can't block it with Phys Repel. In order to fight Lucifer at all, you'll need the Pierce skill. The protagonist can learn this from the Marogareh he gets after clearing the Labyrinth of Amala, but the only ally who has it is the Vile Girimehkala you can buy from the Shady Broker in the 5th Kalpa. Make sure to fuse a number of them so all of your allies have the Pierce skill. This Pierce skill is not just for Phys attacks, but it will also make the protagonist's Almighty Freikugel have 100% effectiveness, so this is definitely a skill you should learn.

At the start of the fight, Lucifer will open with normal attacks with Evil Gleam, Maragidyne, Mabufudyne, or Megidola stacked on. The biggest point of caution is the CHARM effect attached to Evil Gleam, but this

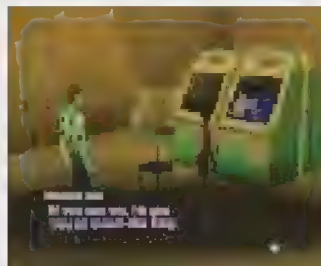
can be avoided with the proper defenses. Give your allies battle status resistance, and equip the Masakados Magatama if you can. You'll also want Support skills to counter and to reduce his attack power. In terms of effectiveness, War Cry and Fog Breath are best. Debilitate is great if you have it. As his HP get lower, he'll begin to use Prominence, Glacial Blast, Megidolaon, and High King. High King is an all-target attack with the BIND effect. You can't do anything about the damage taken from this, but you definitely want to defend against the BIND status. When Lucifer's HP get down to about 20-30%, he'll bring out his ultimate skill Root of Evil. This cannot be weakened with Support skills, so it will take your HP down to at least 10%. Heal immediately, and if any allies have died resummon them quickly. This will be a long fight no matter what, so have as many healing items as you can.



PUZZLE GAME WALKTHROUGH

If no matter how many times you've tried, and no matter how many hours you've played, you just can't reach your goal... and you've reached the point where you want to throw your controller against the wall whenever the Manikin kid has told you you're no good... then this section is just what you need. Here are full solutions to all the puzzles in the Asakusa Puzzle Game!

If you clear all twenty stages of the Puzzle Boy game in Asakusa you can get the Magatama Geis. The rules are simple: use Pyro Jack to push the blocks around, make a path and reach the goal. At any time, you can press the Square button and open the menu to go back one step, or restart from the beginning. Here we'll tell you how to clear all the stages.



Hes already beaten all the puzzles, but they're quite difficult.

STAGE 1 First, learn how the Blocks work and how to make a route to the goal.



- 1 Rotate Block **a** 90 degrees to the right.
- 2 Push Block **1** up 2 spaces.
- 3 Rotate Block **a** 90 degrees to the left.

STAGE 2 You can create new routes by dropping Blocks in holes.



- 1 Push Block **1** up 1 space.
- 2 Rotate Block **a** 90 degrees to the left.
- 3 Push Block **1** left 3 spaces, and down 1 space.
- 4 Rotate Block **a** 90 degrees to the left.
- 5 Push Block **1** left 1 space, into the hole.

STAGE 3 Use what you learned in Stage 2 to deal with the new cross-shaped Rotating Block.



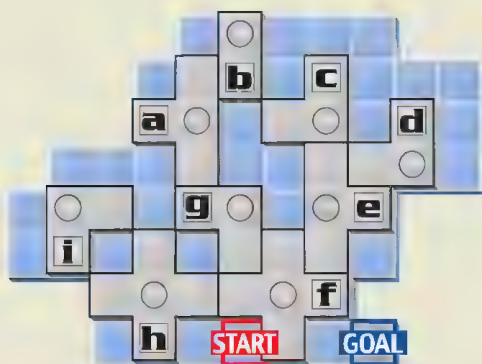
- 1 Push Block **1** left 2 spaces, up 1 space, left 1 space, up 1 space, then left 2 spaces.
- 2 Rotate Block **a** 90 degrees to the left.
- 3 Push Block **1** up one space, into the hole.

STAGE 4 Leave useless Blocks in the corner!



- 1 Push Block 1 left 1 space.
- 2 Push Block 2 left 1 space.
- 3 Push Block 3 up 1 space.
- 4 Push Block 4 up 2 spaces.
- 5 Push Block 5 down 2 spaces.
- 6 Rotate Block a 90 degrees to the right.
- 7 Rotate Block b 90 degrees to the left.
- 8 Rotate Block c 90 degrees to the right.

STAGE 5 So long as Rotating Blocks f and h can turn freely, you're fine.



- 1 Rotate Block h 180 degrees to the left.
- 2 Rotate Block i 90 degrees to the left.
- 3 Rotate Block a 90 degrees to the left.
- 4 Rotate Block c 90 degrees to the right.
- 5 Rotate Block b 90 degrees to the right.
- 6 Rotate Block c 90 degrees to the left.
- 7 Rotate Block d 90 degrees to the right.
- 8 Rotate Block e 90 degrees to the left.
- 9 Rotate Block c 90 degrees to the right.
- 10 Rotate Block a 180 degrees to the right.
- 11 Rotate Block i 90 degrees to the right.
- 12 Rotate Block h 90 degrees to the right.
- 13 Rotate Block g 90 degrees to the right.
- 14 Rotate Block i 90 degrees to the right.
- 15 Rotate Block h 90 degrees to the right.
- 16 Rotate Block f 180 degrees to the right.

STAGE 6 Note the hidden hole, and maintain the position of your Blocks.



- 1 Push Block 1 left 1 space, then down 1 space, into the hole.
- 2 Push Block 2 up 1 space, left 2 spaces, then going around from the top push it right 1 space.
- 3 Rotate Block a 90 degrees to the right.
- 4 Push Block 3 left 2 spaces.
- 5 Rotate Block a 90 degrees to the right.
- 6 Push Block 2 left 1 space, then down 2 spaces, into the hole.

STAGE 7 Rotate the Blocks while thinking ahead to what you'll have to do next.



- 1 Rotate Block **1** 90 degrees to the left, then rotate Block **a** 180 degrees to the right.
- 2 Push Block **1** left 2 spaces, then down 4 spaces.
- 3 Rotate Block **a** 90 degrees to the left.
- 4 Push Block **1** left 2 spaces, into the hole.

STAGE 8 Its important to use the lower open space well!



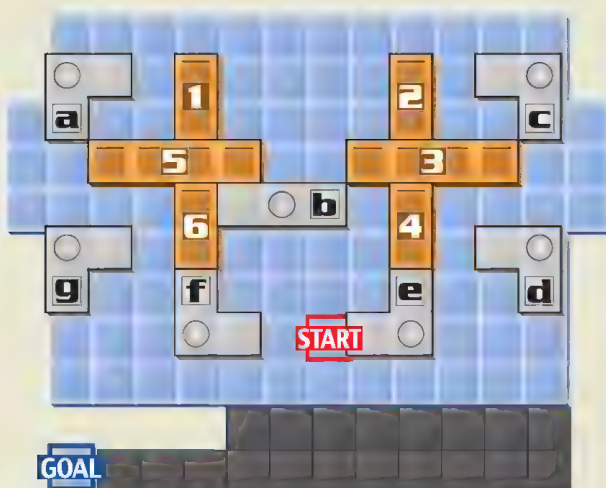
- 1 Push Block **1** left 2 spaces, then down 1 space.
- 2 Push Block **2** up 1 space.
- 3 Push Block **3** left 2 spaces, then down 2 spaces.
- 4 Push Block **3** right 2 spaces, then down 1 space.
- 5 Push Block **5** down 2 spaces, then right 7 spaces.
- 6 Push Block **6** up 1 space, then left 3 spaces.
- 7 Push Block **3** left 1 space, up 1 space, left 2 spaces, then up 4 spaces, into the hole.
- 8 Push Block **1** up 1 space.
- 9 Push Block **4** up 3 spaces, right 3 spaces, up 2 spaces, then left 1 space, into the hole.

STAGE 9 If you make keeping the route for Block 1 your top priority, you'll be fine.



- 1 Rotate Block **b** right 90 degrees, then turn Rotating Block **a** left 90 degrees.
- 2 Rotate Block **b** right 90 degrees, then rotate around below and turn it left 90 degrees.
- 3 Push Block **2** up 1 space, then rotate around right and push it 2 spaces to the left.
- 4 Rotate Block **b** 90 degrees to the right.
- 5 Push Block **1** down 4 spaces.
- 6 Rotate Block **c** left 90 degrees.
- 7 Push Block **1** left 1 space, into the hole.

STAGE 10 Take Block size into consideration when dropping them into holes.



- 1 Rotate Block **1** 90 degrees to the left.
- 2 Push Block **2** left 2 spaces, then down 6 spaces.
- 3 Rotate Block **3** 90 degrees to the right.
- 4 Push Block **2** left 1 space, then down 2 spaces, into the hole.
- 5 Push Block **4** left 2 spaces.
- 6 Rotate Block **4** 90 degrees to the right.
- 7 Push Block **4** down 5 spaces, into the hole.
- 8 Push Block **1** right 3 spaces, down 8 spaces, and right 1 space, into the hole.
- 9 Rotate Block **f** left 180 degrees, then turn Rotating Block **b** right 90 degrees.
- 10 Push Block **5** up 1 space.
- 11 Push Block **5** down 1 space, then right 4 spaces.
- 12 Rotate around to the right, and push Block **5** down 4 spaces, then right 1 space, into the hole.
- 13 Rotate Block **b** 90 degrees to the left.
- 14 Rotate Block **d** 90 degrees to the right, then rotate Block **e** 90 degrees to the right.
- 15 Push Block **3** left one space, then down 3 spaces.
- 16 Rotate Block **d** 90 degrees to the left.
- 17 Push Block **3** left 2 spaces, down 4 spaces, and then left 3 spaces, into the hole.

STAGE 11 Fill the holes furthest away from the goal first.



- 1 Push Block **2** up 1 space.
- 2 Rotate Block **a** 90 degrees to the right.
- 3 Rotate Block **b** 180 degrees to the left.
- 4 Rotate Block **a** 90 degrees to the left, then going around from the top turn it 90 degrees to the right. Going around from the top again, turn it another 90 degrees to the right.
- 5 Push Block **1** left 3 spaces, into the hole.
- 6 Rotate Block **a** 180 degrees to the right.
- 7 Push Block **2** down 1 space, then left 3 spaces.
- 8 Rotate Block **a** 90 degrees to the right.
- 9 Push Block **2** down 1 space.
- 10 Rotate Block **b** 90 degrees to the right.
- 11 Rotate Block **a** 90 degrees to the left.
- 12 Push Block **2** left 3 spaces, into the hole.

STAGE 12 Switch the places of the 3 Blocks carefully, drop them in the holes and go to the goal!

- 1 Push Block 2 down 2 spaces.
- 2 Push Block 2 right 3 spaces.
- 3 Push Block 1 left 2 spaces, down 3 spaces, then rotate around the bottom-right side and push it right 1 space.
- 4 Push Block 2 up 1 space, then left 3 spaces.
- 5 Push Block 2 down 2 spaces.
- 6 Push Block 1 right 3 spaces.
- 7 Push Block 2 up 1 space.
- 8 Push Block 2 up 1 space, then left 2 spaces.
- 9 Push Block 1 down 3 spaces, then left 1 space, into the hole.

STAGE 13 The key to getting the goal is handling Block 1.

- 1 Push Block 1 left 1 space.
- 2 Push Block 2 down 1 space.
- 3 Push Block 2 up 1 space, right 2 spaces, and then down 1 space.
- 4 Push Block 1 right 2 spaces.
- 5 Push Block 2 up 3 spaces, then rotate around below and push it left 2 spaces, then down 1 space.
- 6 Push Block 2 up 1 space, then left 4 spaces, rotate around top and push it right 1 space, then push it down 5 spaces.
- 7 Rotate around the upper-right side, then push Block 2 left 1 space, and finally down 1 space, into the hole.
- 8 Push Block 2 right 1 space.
- 9 Push Block 2 left 5 spaces, then up 1 space, into the hole.

STAGE 14 Look at the Blocks shapes, then drop them in all the holes.

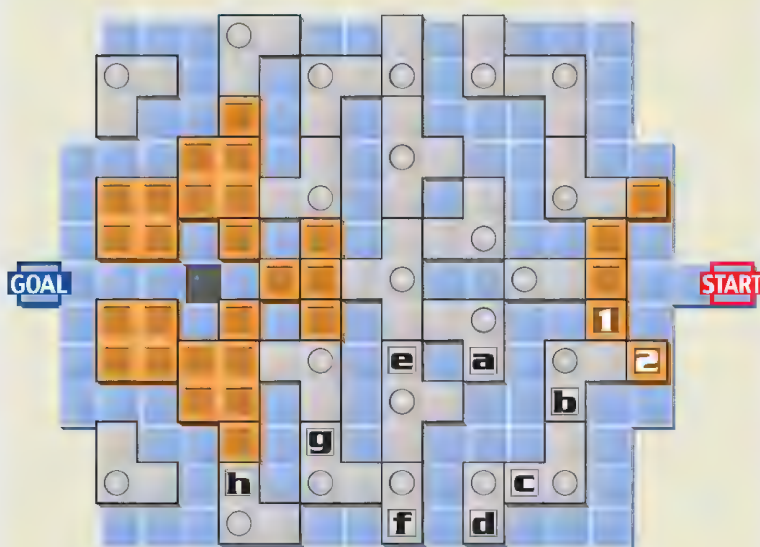
- 1 Push Block 2 down 2 spaces, left 1 space, up 2 spaces, left 2 spaces, down 5 spaces, up 1 space, and finally left 1 space, into the hole.
- 2 Push Block 3 right 5 spaces, up 3 spaces, down 6 spaces, then lastly right 4 spaces, into the hole.
- 3 Push Block 4 left 8 spaces, then down 3 spaces, into the hole.
- 4 Push Block 7 up 1 space, right 3 spaces, up 5 spaces, right 7 spaces, then lastly up 2 spaces, into the hole.
- 5 Push Block 2 down 6 spaces, left 3 spaces, then down 3 spaces, into the hole.
- 6 Push Block 5 left 3 spaces, up 5 spaces, left 3 spaces, up 4 spaces, then finally left 3 spaces, into the hole.
- 7 Push Block 1 down 1 space, right 5 spaces, down 9 spaces, right 2 spaces, down 2 spaces, then left 1 space, into the hole.

STAGE 15 Finding a place to put the largest Block is difficult!



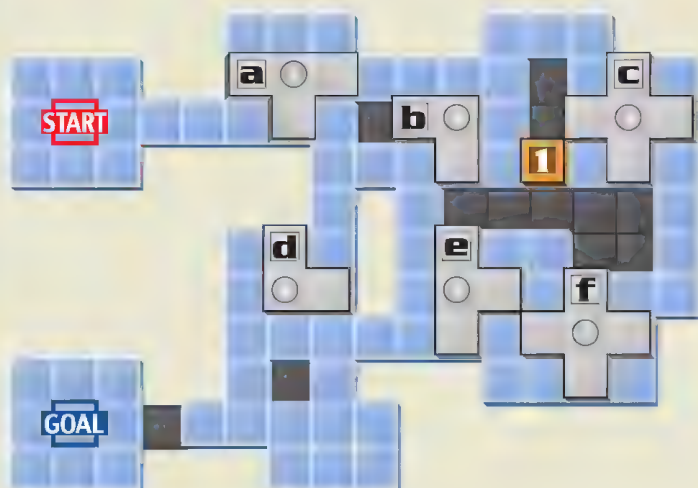
- 1 Push Block 1 left 1 space.
- 2 Rotate Block 2 90 degrees to the right.
- 3 Push Block 1 down 1 space.
- 4 Rotate Block 2 90 degrees to the left.
- 5 Push Block 1 right 1 space.
- 6 Rotate Block 1 180 degrees to the right.
- 7 Push Block 1 left 1 space, and then down 1 space.
- 8 Push Block 2 left 6 spaces, then going around from the reverse side push it right 13 spaces, down 4 spaces, left 4 spaces, down 1 space, and left 1 space, into the hole.
- 9 Rotate Block 2 180 degrees to the right.
- 10 Rotate Block 2 90 degrees to the left.
- 11 Rotate Block 2 90 degrees to the left.
- 12 Push Block 1 up 3 spaces.
- 13 Rotate Block 1 180 degrees to the left.
- 14 Push Block 2 left 6 spaces, then going around from the reverse side push it right 13 spaces, up 3, and then left 7 spaces, into the hole.
- 15 Rotate Block 2 90 degrees to the right.
- 16 Push Block 1 down 1 space.
- 17 Rotate Block 2 90 degrees to the left.
- 18 Rotate Block 1 180 degrees to the right.
- 19 Push Block 1 right 1 space.
- 20 Rotate Block 2 180 degrees to the left.
- 21 Push Block 1 down 1 space.
- 22 Rotate Block 2 90 degrees to the right.
- 23 Push Block 1 up 1 space, and then left 10 spaces, into the hole.
- 24 Push Block 2 left 2 spaces.
- 25 Push Block 2 left 2 spaces.
- 26 Push Block 2 up 1 space.

STAGE 16 Think carefully about the way the Rotating Blocks work.



- 1 Push Block 1 left 2 spaces.
- 2 Push Block 2 down 1 space.
- 3 Rotate Block 2 90 degrees to the right.
- 4 Rotate Block 2 90 degrees to the right.
- 5 Rotate Block 2 90 degrees to the right.
- 6 Rotate Block 2 90 degrees to the right.
- 7 Rotate Block 2 90 degrees to the left.
- 8 Rotate Block 2 180 degrees to the left.
- 9 Rotate Block 2 90 degrees to the left.
- 10 Rotate Block 2 90 degrees to the left.
- 11 Rotate Block 2 90 degrees to the right.
- 12 Rotate Block 2 90 degrees to the left.
- 13 Rotate Block 2 90 degrees to the left.

STAGE 17 Using Rotating Block **c** well is the key to clearing the stage.



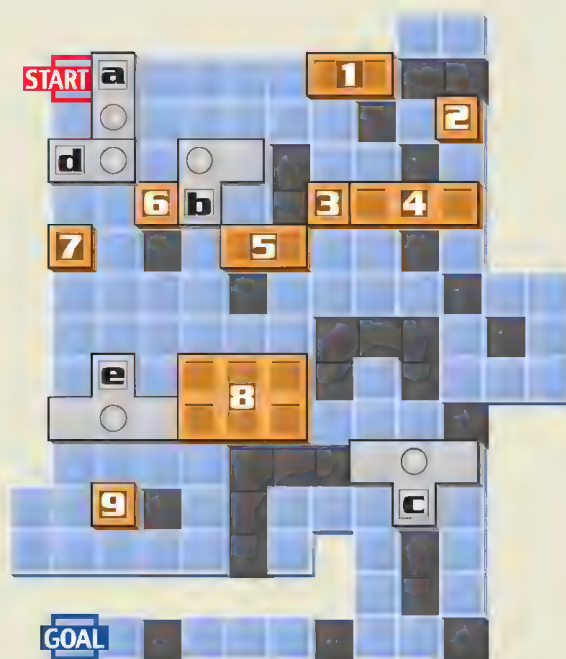
- 1 Rotate Block **a** left 90 degrees.
- 2 Rotate Block **b** left 180 degrees.
- 3 Rotate Block **c** left 90 degrees, then push Block **1** left 3 spaces.
- 4 Rotate Block **c** right 90 degrees, then rotate Block **d** right 90 degrees.
- 5 Rotate Block **c** right 90 degrees, then going around from the top push Block **1** down 4 spaces.
- 6 Rotate Block **c** right 180 degrees, rotate Block **f** left 90 degrees, then rotate Block **e** left 90 degrees.
- 7 Rotate Block **c** right 180 degrees, then rotate Block **f** right 180 degrees.
- 8 Push Block **1** left 4 spaces.
- 9 Rotate Block **e** right 90 degrees, then rotate Block **d** right 90 degrees.
- 10 Going around from the top, push Block **1** down 2 spaces.
- 11 Create a path by rotating Block **d** left 90 degrees, then push Block **1** left 2 spaces, into the hole.































STAGE 18 Be careful not to rotate the Blocks too much!



- 1 Rotate Block **a** 90 degrees to the left.
- 2 Rotate Block **b** 90 degrees to the left.
- 3 Rotate Block **c** 90 degrees to the right.
- 4 Rotate Block **f** 90 degrees to the right.
- 5 Rotate Block **e** 90 degrees to the right.
- 6 Rotate Block **f** 90 degrees to the right.
- 7 Rotate Block **c** 90 degrees to the left.
- 8 Rotate Block **d** 90 degrees to the left.
- 9 Push Block **1** left two spaces.

STAGE 19

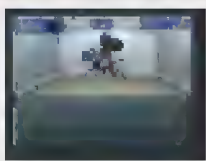


- 1** Create a path by rotating Block  90 degrees to the right, then push Block  right 2 spaces, dropping it in the hole.
- 2** Push Block  down 3 spaces.
- 3** Push Block  down 4 spaces and drop it in the hole.
- 4** Going around from the lower-right, push Block  three spaces up.
- 5** Push Block  up 3 spaces, and then right 3 spaces.
- 6** Push Block  right 2 spaces.
- 7** Create a path by rotating Block  90 degrees to the left, then push Block  down 1 space, right 1 space, and then down 1 space, into the hole.
- 8** Move Block  down 2 spaces.
- 9** Create a path by rotating Block  90 degrees to the right, and move Block  up 1 space.
- 10** Rotate around from below, and push Block  left 1 space, then up 2 spaces.
- 11** Push Block  down 8 spaces, into the hole.
- 12** Create a path by pushing Block  right 2 spaces, then rotate Block  180 degrees to the left.
- 13** Create a path by rotating Block  90 degrees to the left.
- 14** Rotate around from below, and push Block  up 3 spaces.
- 15** Create a path by rotating Block  90 degrees to the left, then push Block  right 5 spaces, then down 6 spaces.
- 16** Create a path by rotating Block  90 degrees to the right, then push Block  down 7 spaces, into the hole.
- 17** Rotate Block  90 degrees to the left.
- 18** Push Block  up 1 space, right 2 spaces, then up 1 space.
- 19** Create a path by rotating Block  90 degrees to the left, then rotate Block  180 degrees to the right.
- 20** Push Block  right 4 spaces, then, going around from the top, push it down 5 spaces.
- 21** Create a path by rotating Block  90 degrees to the left, then push Block  left 1 space, into the hole.
- 22** Create a path by rotating Block  90 degrees to the right, then rotate Block  180 degrees to the left.
- 23** Push Block  down 6 spaces.
- 24** Create a path by rotating Block  90 degrees to the left, then push Block  right 1 space, up 1 space, right 2 spaces, and then up 1 space.
- 25** Create a path by rotating Block  90 degrees to the left, then push Block  right 4 spaces.
- 26** Going around from the top, push Block  down 5 spaces.
- 27** Create a path by rotating Block 90 degrees to the left, and push Block 4 spaces to the left, into the hole.

STAGE 20 The final challenge is to drop Blocks 3 and 4 into the holes!

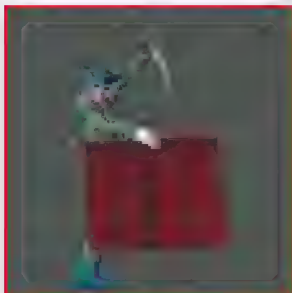


- 1 Push Block 1 down 3 squares and drop it in the hole.
- 2 Rotate Block 2 90 degrees to the right to make a path, then push Block 7 right 1 square, into the hole.
- 3 Rotate Block 3 90 degrees to the left, then push Block 4 left 1 square.
- 4 Push Block 5 right 1 square.
- 5 Rotate Block 6 90 degrees to the right, then rotate Block 7 90 degrees to the left.
- 6 Rotate Block 8 90 degrees to the left to make a path, then push Block 9 left 1 square.
- 7 Going around from below, push Block 10 up 1 space.
- 8 Going around from the left, push Block 11 down 5 spaces.
- 9 Rotate Block 12 180 degrees to the left.
- 10 Rotate Block 13 90 degrees to the right, then push Block 14 right 2 squares.
- 11 Push Block 15 up 1 square.
- 12 Rotate Block 16 90 degrees to the right to make a path, then rotate Block 17 90 degrees to the right.
- 13 Push Block 18 left 3 squares.
- 14 Push Block 19 left one square, then rotate Block 20 90 degrees to the left.
- 15 Push Block 21 right one square, then rotate Block 22 90 degrees to the right.
- 16 Going around from above, rotate Block 23 90 degrees to the left to make a path, push Block 24 down 1 square and drop it in hole.
- 17 Push Block 25 left 1 square, then rotate Block 26 90 degrees to the left.
- 18 Rotate Block 27 90 degrees to the right, then push Block 28 right 1 space.
- 19 Rotate Block 29 90 degrees to the left to make a path, then push Block 30 down 5 squares.
- 20 Rotate Block 31 90 degrees to the right to make a path, then rotate Block 32 90 degrees to the right.
- 21 Push Block 33 left 3 spaces.
- 22 Rotate Block 34 90 degrees to the left to make a path, then push Block 35 down 2 squares, into the hole.
- 23 Push Block 36 left two squares.
- 24 Rotate Block 37 90 degrees to the right.
- 25 Going around from below, rotate Block 38 90 degrees to the right.
- 26 Going around from the lower right, push Block 39 left 1 square.
- 27 Going around from above, push Block 40 down one square and left 3 squares.
- 28 Rotate Block 41 90 degrees to the right, going around from above rotate 90 degrees to the left to make a path, push Block 42 down 3 squares, into the hole.
- 29 Push Block 43 right 1 square, then up 2 squares.
- 30 Rotate Block 44 90 degrees to the left to make a path, push Block 45 left 4 squares.
- 31 Going around from above, push Block 46 down 1 square and left 3 squares.
- 32 Rotate Block 47 90 degrees to the right, then going around from above rotate it 90 degrees to the left to make a path, push Block 48 down 4 squares, into the hole.
- 33 Rotate Block 49 180 degrees to the left.
- 34 Rotate Block 50 90 degrees to the left.
- 35 Push Block 51 left 3 squares, then down 5 squares.
- 36 Rotate Block 52 90 degrees to the right to make a path, then push Block 53 left 3 squares.
- 37 Rotate Block 54 90 degrees to the right, then going around from above 90 degrees to the left to make a path, then push Block 55 down 5 squares, into the hole.



Fiend Legends

Fiends from this game



Matador



Daisoujou



Hell Biker



Pale Rider

The Ten Fiends that steal the Candelabums are favorites among Japanese fans of this series. They've been present ever since the first *Shin Megami Tensei* game, and always fill the fans hearts with terror (and fun).

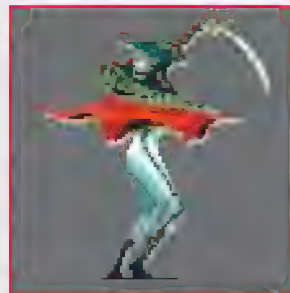
In the first two *Shin Megami Tensei* games on the Super Famicom (the Japanese name for the Super Nintendo), as well as the remakes of those games on the PlayStation, the Fiends had no real impact on the plot. Instead, they were especially powerful enemies that appeared suddenly to attack the player. They only showed up at specific points in specific dungeons, and the chance theyd appear was a mere 1 in 256 (0.039%). Considering their rarity, it wasnt unusual for a player to never see any of them. Some unlucky players tried more than a thousand times to get the Fiends to appear, without success.

Additionally, the places where the Fiends appeared were kept secret; they werent even allowed to be printed in official guides to the games. The rumors "I found one in X dungeon! and it beat me to a pulp!" started to spread.

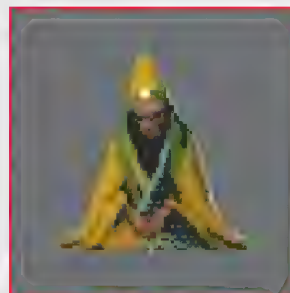
The Fiends were extremely powerful enemies, and in addition, they dropped extremely powerful weapons, on the level of *Nocturnes* Soul-Return, so many people sought them out.

There are more types of Fiends in *Nocturne* than in previous games in the series, and youll see the same message here as you did before you fought the Fiends in previous games. Matador, Daisoujou, Hell Biker (known as Hells Angel in *SMTII*), and Pale Rider all make return appearances from past SMTs, and theyre much easier to find in *Nocturne*. They arent as tough as they were in past games, but theyre still quite capable of wiping out your party if youre not careful. If youre interested, details on each of the Fiends can be found on page 383.

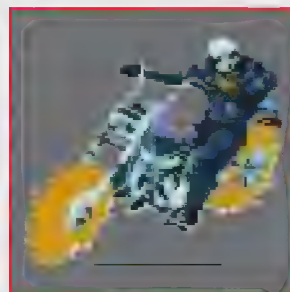
From previous games



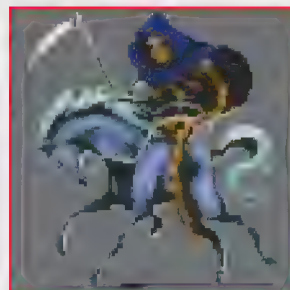
Matador [SMTII]



Daisoujou [SMTII]



Hell's Angel [SMTII]



Pale Rider [SMTII]

©ATLUS 1992,2001 ©ATLUS 1994,2002

You sense the presence of a terrible demon
Will you stay? Yes, of course

WARP ZONE GUIDE

Bound to the entrance of every Kalpa in the Labyrinth of Amala is the mysterious Warp Zone. It's mainly used as a means to get from one place to another, but there's secrets and bonuses abound as well. Here, we'll give you the full details.

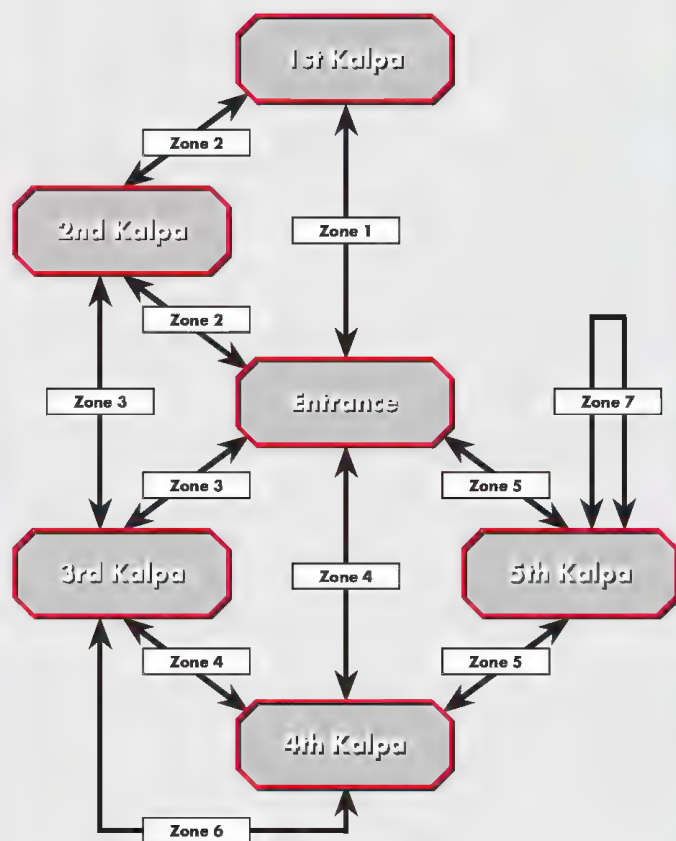
There are 7 Warp Zones in total. They play out in classic action-game style: Avoid obstacles and collect the coins (5 fl) while proceeding along. The Zone scrolls automatically, and you use the D-pad or the L3 stick for control. You can also press O to punch. If you punch, you can destroy obstacles. However, you cannot punch rapidly. Your movement speed and punch strength are dependent on your Speed and Strength, respectively.

Also, if you throw a punch in certain places (Z fl), you can find hidden coins. By punching these hidden obstacles (Z fl), you can reveal the coins concealed within. These differ from regular coins in that one of these has a variable value (100 fl). Also, if you collect

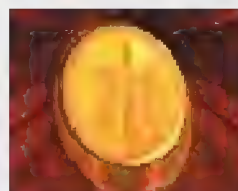
many of these in succession, the value multiplies. For example, if you collect 5, the value goes from 100 all the way up to 1600! You'd get 3100 fl in total. You don't want to miss any!

One more thing: if you see a blue light, you've qualified to receive the stage's special item. For example, in Zone 7 you can get a Lucky Ticket. If your Luck stat is high, the light will appear more frequently. As the protagonist gains more experience, traversing the Warp Zones becomes easier, so if you're having problems, try coming back when you're at a higher level.

Warp Zone Travel Map



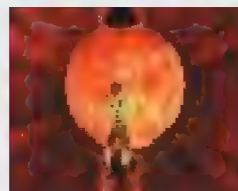
How to Read the Map



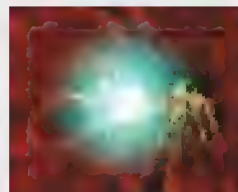
●=Coin location. One coin has a value of 5 fl . Just touch it and you'll get it.



▼=You can punch these small obstacles. If you are hit by them, you'll take 5% HP damage and lose ten percent of (a) grade. If it's orange-colored, there is Z fl hidden inside.



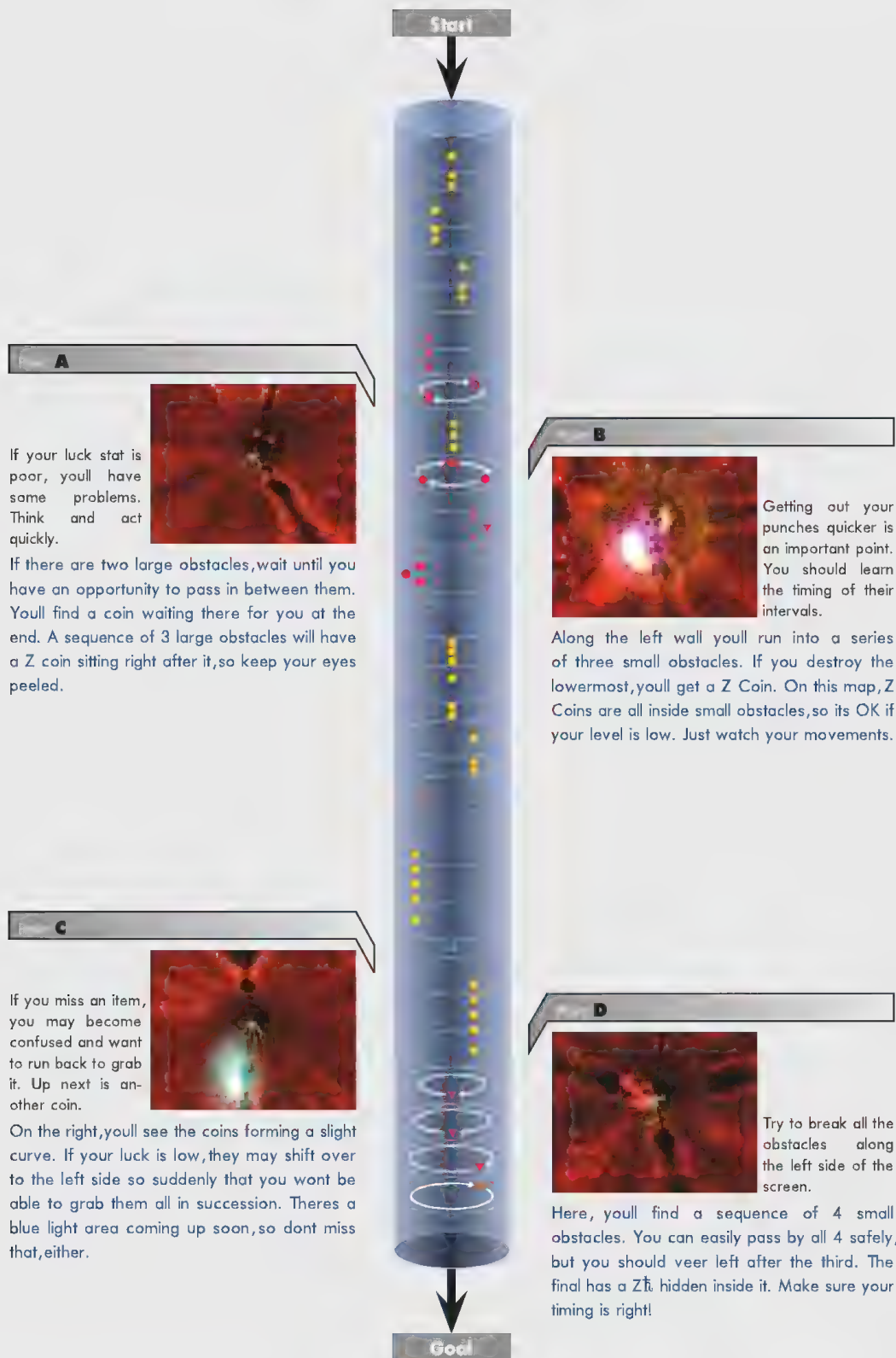
●=These are large obstacles that can only be broken if your strength stat is above 15. If you hit them, you'll take 15% HP damage and lose 1/4 of your (a) grade. If it's orange-colored, there is Z fl hidden inside.



★=These are points where you may encounter the cue light. If your luck is low, you'll encounter them less frequently as well as be restricted in which items you can get. If your luck is 20 or above, you have a 50% or higher chance of the light appearing in these places.

Warp Zone 1

Coins: 31 (155%) Available Zt: 3 (700%) Item Collection Hotspots: 2 Items: Medicine, Life Stone, Chakra Drop
(*Items listed by rate of appearance frequency)

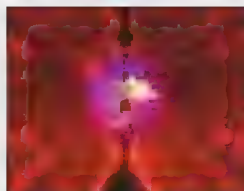


SHIN MEGAMI TENSEI
WARP ZONE
1

Warp Zone 2

Amount of coins: 93 (465%) Zt available: 5 (3100%) Item Collection Hotspots: 2 Available items: Dis-Poison, Dis-Stun, Sacred Water, Dis-Mute, Dis-Charm.

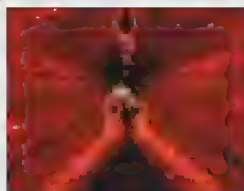
Start



Immediately after starting, you should punch the obstacles on the left and right to get the hidden coins.

If you smash them at just the right point, you'll get Zt. Up until now, you haven't needed that much movement, but if you aren't on your toes you could miss out on some Z coins.

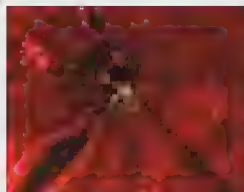
A



Once you've got your rhythm going, you can get through these three obstacles without being hurt at all.

To get the coins amongst these 3 small obstacles, move right, then center, then right again in perfect tempo. If your luck stat isn't good, this could be tough going.

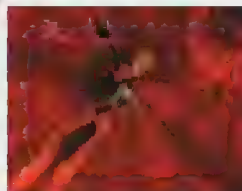
C



If you're not using the L3 stick to maneuver here, this is tough going. Maybe you D-pad power folks might want to consider switching for a moment.

The coins form a line in this area where the large obstacles gather. They have a slight curve towards the bottom. Be quick in grabbing them, or else you may be on a collision course.

D



Along this side you'll find an obstacle. Avoiding it can be tough, so try and destroy it with a flurry of punches.

At the end of this succession of small obstacles, you'll find a Zt. Look toward the lower right. From this spot, it's easy to continue your consecutive coin collecting.

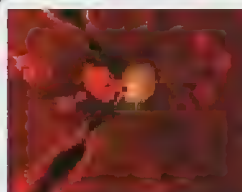
E



Debris from destroying obstacles can impede your vision. Don't let the location of this coin get clouded up.

There's a sequence of several spinning obstacles in this area. If you're coin collecting, it's easy to crash into the second. To avoid it, it's best to destroy it by punching. The others should be easy to avoid.

F

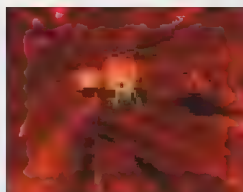


These obstacles want hit you is you follow the coins. Make your movements well.

This spinning obstacle hides another that carries a Z coin. If you're collecting regular coins, the spinning obstacle is a big nuisance, and you'll probably want to destroy it. The moment you stop it, you'll see a sign of this obstacle's appearance.

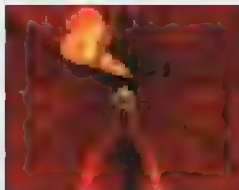
G

If you see the obstacle coming at you at the end of the curve, it's too late to avoid it! Anticipate and dodge well ahead of time.



At this point there's a slight curve to the left. Be careful! Large objects appear without warning. The first one from the left side conceals a Z coin within. But don't forget - if your strength isn't at 15 or above, there's no way you can get it. Also, immediately following it is another obstacle. Get back to slightly below center as quickly as possible.

H



If you press down either too much or too little, navigating through curves can be tough. Practice from early on.

A line of coins near obstacles (similar to that in Point C) is found here. They form a spiral from below to the upper left. To make it easier, try flying in a clockwise motion. But be patient - if you hurry, you're bound to smash into something.



When the screen goes white after grabbing the Z coin in this obstacle, you've reached the goal!

At the end of the coin trail and right before the goal lies the final Z. You'll likely be off to the right side collecting coins, so return to center quickly. As you head back towards center, throw punches repeatedly.

Goal

SHIN MEGAMI TENSEI
RENTAL
MAGNET

Warp Zone 3

Amount of coins: 90 (450%) Zł available: 6 (6300%) Item Collection Hotspots: 2 Available items: Onyx, Turquoise, Sapphire, Coral, Aquamarine, Garnet

Start



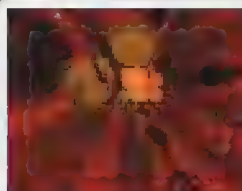
A



If you steer yourself towards the crack in the wall, you can snag a coin there.

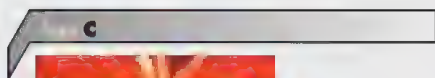
From the start, you'll need to do some well-timed steering. This is the first place in which you'll come across walls blocking your path. The coins form a line, but if you try to get them normally, it's easy to crash into something. It's OK to miss a couple for the sake of avoiding obstacles. Be sure to maneuver through the gaps between walls and obstacles carefully. Approach through the gaps in the area with five walls.

B



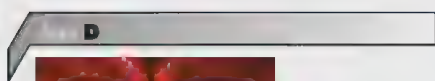
These coins show up in a huge lump. If you go for dead center, you will be able to grab them all.

Here's another area where the obstacles form walls. There are 6 in a row. You'll see a coin near the center, in a very tight area. Make sure you've got the timing down to grab it! Also, you'll be able to grab an item along the way. It also appears towards the center. After you grab it, be prepared to dodge quickly!



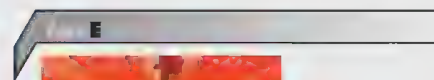
Its easy to accidentally hit stuff here. Keep your mind and vision focused forward.

There are lots of obstacles flying around in this area. Its best to just stick close to center and dodge when necessary. Since the coins are near the center, too, if you fly around too much you could easily miss them.



Since the obstacles here are small, you can destroy them easily by punching.

You can see the coins floating towards the center. If you go after them, be careful! There could be an obstacle lurking after the coin. Its dependent on your luck, but make sure youre prepared to control yourself accordingly.



If you hit one wall, youll eventually end up smashing into all of them. Youll lose both HP and \bar{t} .

At the end of this Zone, youll see 9 obstacles forming a huge barricade wall. You can try to look for an opening, but its a futile effort. Youre going to have to punch your way through. Theres only one point thats not a large obstacle if you have low strength (below 15), then thats the way youve got to go. Among these obstacles is one containing $\bar{Z}\bar{t}$.

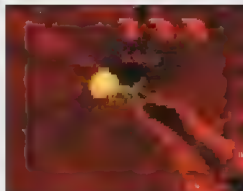
You can punch about 3 times, maybe 4 if you are especially rigorous. Here, youll encounter 6 consecutive barricades. If you can only punch 4 times, youre bound to crash into something, right? Well, the trick is to punch very early for the first three sets, then for the final 3, punch right as it look like you are about to collide.

Warp Zone 4

Coins: 36 (180%) Available Zhi: 4 (1500%) Item Collection Hotspots: 2 Items: Float Ball, Light Ball, Balm of Rising, Repulse Bell, Attract Pipe, Chakra Pot

Start

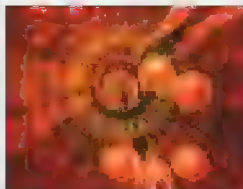
A



Ah, such a pleasant feeling of travelling along the earth! Like a fresh spring day on the mountainside!

Many of the coins in Zone 4 are going to be towards the bottom. As a result, you'll be spending a lot of time collecting things in the lower part of the stage. Be prepared to be pressing DOWN, DOWN/LEFT, and DOWN/RIGHT quite a bit. A lot of obstacles will come down the center, as well, as you'll be forced to choose whether to go up or down. Its best to lay low.

B



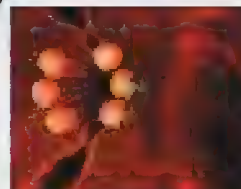
This is the only obstacle on a high level that conceals Zhi. But if you don't return to the ground quickly, its quite dangerous.

Its like youre skiing! But now this big obstacle wants to ruin your fun. It contains 3 Zhi, though, so punch it and be on your merry way.

C

Up until now youve been hugging the floor, but when you punch here, youll find that the path branches into upper and lower segments. Take the high road this time. Theres items to be found up here, but you might get distracted and miss them. Still, theres nothing THAT great, so its no big loss if you dont grab them.

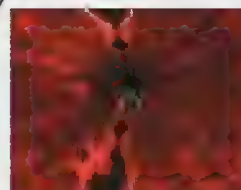
D



To get the Zhi hidden in the spinning obstacle, approach from the right and time your punch.

The spinning obstacles here form various patterns. Theres just enough space for a protagonist to squeeze through, so stay centered and keep your cool. But, after collecting the items at Point C, youll find a group of 6 obstacles with one concealing Zhi. There are 3 objects to the right punch the one in the center. Afterwards, be wary of an obstacle floating down along the middle of the path.

E



Theres lots of stuff flying around here, so moving too much is dangerous. Its best to dodge only when necessary.

This areas a mess, with obstacles all over the place. Afterwards, start hugging the ground again to collect some bonus coins.

Goal

Warp Zone 5

Total Coins: 94 (4700) Available Zhi: 7 (12700) Item Collection hotspots: 3 Items: Medicine, Chakra Drop, Life Stone, Light Ball

Start

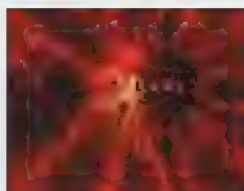
A



The coins are spread all over the screen! But they're blocking our view and causing trouble...

Immediately after the start, you'll see many coins begin to fly out from behind the protagonist. If you keep towards the center, you can grab them all. There's also a large obstacle with Zhi in it flying around in an area where it's difficult to see it. If you're playing normally, you'll probably miss it. Since it's hard to see, the best you can do is try to time your punch. Listen to the sound effect of the coin collection, and after the sixth tone, start punching rapidly.

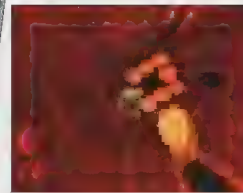
B



If you start throwing a flurry of punches too when collecting the coins, you may find that your arm won't react when you need it to.

Behind this group of coins lies a trail of more coins. They start from the left, then run right, up and down. Compared to some of the other Zones, this is a cinch.

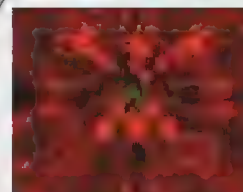
C



With all the coins here, it's hard to be worried about obstacles. Do your best for a flawless collection!

Here there are some spinning obstacles in the shape of a square with one side missing. You can only dodge, and passing through the center shouldn't be a problem. Just go through the empty part to collect the coins. The openings shift in a clockwise motion. Starting from the right, move down, left, and finally up to make it through safely and get the coins in the process. The third, fifth, and seventh obstacles are square-shaped, however. Punch your way through while collecting coins and hidden Zhi.

D



Here you'll be sandwiched amongst the obstacles. It can be a bit confusing, but it's best to just keep centered.

These obstacles (also seen in Zone four) separate the path into upper and lower portions. Flying into the space before the upper path and after the lower path can be a bit disorienting; still, try and keep to the center. Just be careful of the obstacles passing left and right. The last obstacle contains hidden Zhi.

Goal

SHIN MEGAMI TENSEI
REVENGE
ACT 1

Warp Zone 6

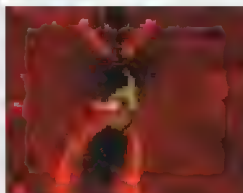
Coins: 82 (410%) Available Zt: 6 (6300%) Item Collection Hotspots: 2 Items: Float Ball, Light Ball, Divining Water, Tetraja Rock x2



A

The opening here curves to the right. Its easy to mistake your surroundings as a result. The line of coins curves from the center towards the left. Return to the center immediately following this to find an obstacle with Zt inside of it.

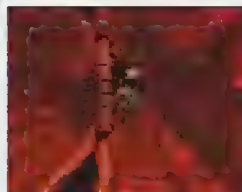
B



Here you'll encounter a V-shaped path. No matter which side you choose, your space is cut in half. Stay in the open area to be safe.

In this area, you'll see a series of three pillar-like obstacles. Go ahead and try for the coins, but don't stray too far from the center of the screen. The tips of the pillars extend out quite a bit and can be dangerous! There's lots of space to maneuver, though, so try and go through wider areas.

C



The area between these poles is surprisingly wide but don't let your guard down while collecting the coins.

It seems like the pillars here stand in your way at every single turn! Keep in mind, though, that the openings in these 3 pillar obstacles run symmetrically. Basic evasion techniques apply.

D

After this last set of obstacles, you'll encounter another set shaped like an X. These conceal a Zū coin. You want to break the center obstacle, but the pole in the way makes it tough. It might be best to just to hit the pole and punch after the collision.



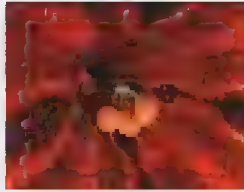
Right before you pass through the fourth V shape, start throwing punches.

After the shape, you'll see another V-shaped group of obstacles and a line of coins. They appear to be floating upwards. After the fourth V, an obstacle containing Zū will come. Don't forget it!

G



E



It looks like you can't move much here, but dodging ever-so-slightly in all directions when necessary should be OK.

There is Zū concealed in the middle of this spinning obstacle. It's not too tough to grab its the possibility of grazing against the 3 wall surfaces afterwards that's the problem. They come up suddenly, and the shock could send you reeling straight into them. There's an obstacle containing Zū on the path, though, so don't dodge too far off or you'll miss it.

F

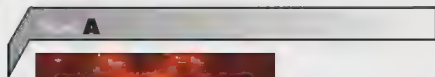


If you destroy the obstacle at the top of the 4 shape, don't be confused by the shape and go the wrong way.

Here, obstacles will start showing up in strange arrangements, with lots of strings of small obstacles towards the center. At the end of these, there will be large obstacles above and below. Think of them like 4 signs. The lower dot obstacle contains Zū within it. Try your best to get it.

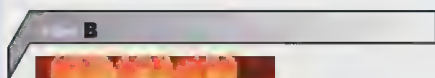
Warp Zone 7

Coins: 94 (470%) Available Zk: 10 (42697%) Item Collection Hotspots: 2 Items: Sapphire, Amethyst, Opal, Jade, Ruby, Emerald, Pearl, Aquamarine, Diamond, Lucky Ticket



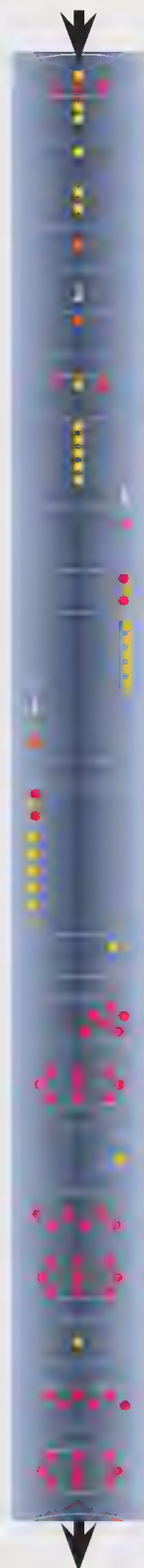
You can hit things slightly behind you with your punch, too. Its possible to avoid this ambush.

You'll see it right after you start a line of coins flanked by two obstacles. If you go to grab the coins, you'll be ambushed from behind by yet another obstacle! If you punch at just the precise moment after you grab the coin and go through the passage, you should be able to smash it. Timing is everything!

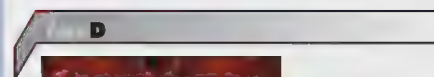


These three obstacles will be clogging things up towards the top. Its best not to mess with them.

The coins here are strewn through the 3 lines of obstacles. Their height and position varies. Some parts veer right and left, but don't let them confuse you focus on moving up and down along the center.

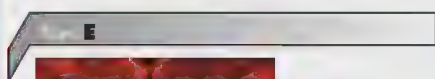
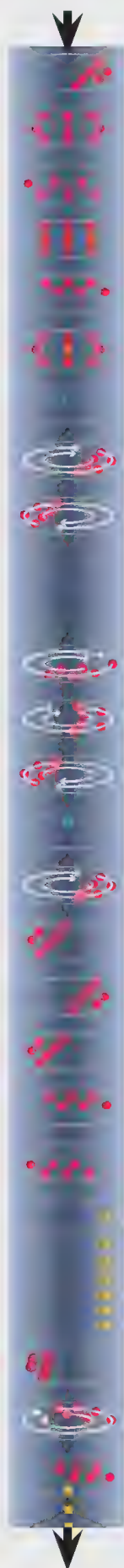


The coins continue to flow every which way. You'll also encounter a large obstacle creeping up behind you. It shows up along the same path of the coins, and if you see it, its impossible to avoid it. Use the same timing you used at point A to crush it.



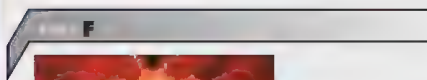
At this distance, its possible to break down 2 walls with your punch.

In this area, you'll find the path clogged with large obstacles and wells. Make sure you've got a strong sense of timing when breaking down things. Keep in mind that you have about a 1-second delay after throwing a punch. Try and break down 2 walls in a single strike!



If you collect all the Z_h, you can get well over 40,000!

From point D you'll encounter several two-wall obstacle groups. Here, you'll see 3-wall groups. The second group from here contains hidden Z_h. When you see the sets of obstacles in a semicircle shape, that's your cue to punch. Hit the edges of the first two, and the center of the third. With a little luck, you could be racking up some big 9999 bonuses!



An overwhelming wall! If you break it too fast, you might not be able to strike the obstacle behind it.

The goal lies right before your eyes! But, just before you reach it, the pipe will start to clog with waste to block the path. It doesn't matter which way you steer—just punch your way through all of it. But, there's hidden Z_h here too. If you wait until just before you smash into the walls to start throwing a flurry of punches, you'll be able to break obstacles lying behind the walls containing the hidden Z_h.

Collecting Z_h consecutively doubles the bonuses each time until you reach 9999. From then on, each one gives 9999.



Shin Megami Tensei - Nocturne - The Official Strategy Guide

Part

3

DATA

SHIN MEGAMI TENSEI
Nocturne
THE OFFICIAL STRATEGY GUIDE

Demonic Index

Name	Race	Page
Abaddon	Tyrant	291
Aciei	Tyrant	291
Aeros	Element	270
Albion	Entity	304
Amaterasu	Deity	261
Angel	Divine	277
Apsaras	Yoma	273
Aquans	Element	270
Ara Mitama	Mitama	271
Arahabaki	Vile	290
Archangel	Divine	277
Atavaka	Deity	262
Atropos	Femme	286
Badb Catha	Beast	281
Baihu	Holy	268
Baphomet	Vile	289
Barong	Avatar	302
Beelzebub [Fly]	Tyrant	290
Beelzebub [Human]	Tyrant	290
Beiji-Weng	Fury	264
Berith	Fallen	278
Bicorn	Wilder	295
Bishamon	Kishin	266
Black Frost	Night	292
Black Ooze	Foul	298
Black Rider	Fiend	305
Blob	Foul	298
Cai-Zhi	Avatar	303
Cerberus	Beast	281
Chatterskull	Haunt	296
Chimera	Holy	268
Choronzon	Haunt	297
Clotho	Femme	287
Cu Chulainn	Genma	301
Daisoujou	Fiend	306
Dakini	Femme	287
Dante	Fiend	304
Datsue-Ba	Femme	288
Decarabia	Fallen	278
Dionysus	Fury	264
Dis	Yoma	273
Dominion	Divine	276
Efrete	Yoma	271
Eligor	Fallen	279
Erthys	Element	270
Feng Huang	Holy	268
Faemis	Element	269
Fauros	Fallen	278
Fomor	Night	294
Forneus	Fallen	279
Futomimi	Kishin	266
Fuu-Ki	Brute	284
Gabriel	Seraph	300
Ganesha	Wargod	301
Garuda	Avian	303
Girimehkala	Vile	289
Gogmagog	Jirae	282
Gui Xian	Dragon	302
Gurr	Raptor	304
Hanuman	Genma	301
Hell Biker	Fiend	306
High Pixie	Fairy	275

Name	Race	Page
Horus	Deity	262
Hresvelgr	Wilder	294
Hua Po	Jirae	283
Ikusa	Brute	285
Incubus	Night	293
Inugami	Beast	282
Isora	Yoma	273
Jack Frost	Fairy	275
Jikoku	Kishin	266
Jinn	Yoma	272
Kaiwan	Night	293
Kali	Lady	265
Karasu	Yoma	272
Kelpie	Fairy	275
Kikuri-Hime	Lady	265
Kin-Ki	Brute	284
Kodama	Jirae	283
Koppa	Yoma	273
Koumoku	Kishin	267
Kurama	Genma	302
Kushinada	Lady	265
Kusi Mitama	Mitama	271
Lachesis	Femme	286
Laksmi	Megami	262
Legion	Haunt	296
Lilim	Night	294
Lilith	Night	292
Loa	Night	293
Loki	Tyrant	291
Long	Dragon	302
Mada	Vile	288
Makami	Avatar	303
Manikin	Corpus	307
Matador	Fiend	306
Metatron	Seraph	299
Michael	Seraph	300
Mikazuchi	Kishin	267
Minakata	Kishin	268
Mithra	Deity	261
Mizuchi	Snake	280
Momunofu	Brute	285
Mot	Tyrant	290
Mothman	Wilder	294
Mou-Ryo	Foul	299
Naga	Snake	280
Nekomata	Beast	282
Nigi Mitama	Mitama	271
Nozuchi	Snake	280
Nue	Wilder	295
Nyx	Night	292
Oberon	Fairy	274
Odin	Deity	261
Okuninushi	Kishin	267
Ongyo-Ki	Brute	284
Oni	Brute	285
Onkot	Yoma	272
Orthrus	Beast	281
Ose	Fallen	278
Pale Rider	Fiend	305
Parvati	Lady	265
Pazuzu	Vile	289
Phantom	Foul	298

Name	Race	Page
Pisaca	Haunt	296
Pixie	Fairy	276
Power	Divine	277
Preta	Haunt	297
Principality	Divine	277
Purski	Yoma	272
Pyro Jack	Fairy	275
Queen Mab	Night	292
Quetzalcoatl	Snake	279
Raiju	Wilder	295
Raja Naga	Snake	280
Rakshasa	Haunt	296
Rangda	Femme	286
Raphael	Seraph	300
Red Rider	Fiend	305
Sakahagi	Foul	298
Saki Mitama	Mitama	270
Samael	Vile	288
Sarasvati	Megami	263
Sarutahiko	Jirae	283
Sati	Megami	263
Scathach	Megami	262
Senri	Holy	269
Setanta	Fairy	274
Shadow	Foul	297
Shisaa	Holy	269
Shiki-Ouji	Brute	285
Shikigami	Brute	286
Shikome	Femme	287
Shiva	Fury	263
Skadi	Lady	264
Slime	Foul	299
Sparna	Beast	281
Succubus	Night	293
Sudama	Jirae	283
Sui-Ki	Brute	284
Surt	Tyrant	291
Tao Tie	Vile	289
Taraka	Femme	288
The Harlot	Fiend	305
Thor	Kishin	266
Throne	Divine	276
Titan	Jirae	282
Titania	Fairy	274
Troll	Fairy	274
Trumpeter	Fiend	304
Unicorn	Holy	269
Uriel	Seraph	300
Uzume	Megami	263
Valkyrie	Wargod	301
Virtue	Divine	276
Vishnu	Deity	261
White Rider	Fiend	306
Will o' Wisp	Foul	299
Wu Kong	Fury	264
Yaka	Haunt	297
Yaksini	Femme	287
Yatagarasu	Avatar	303
Yurlungur	Snake	279
Zhen	Wilder	295
Zouchou	Kishin	267

Skill Index

Name	Attribute	Page
Agil	Fire	313
Agilayne	Fire	314
Agilao	Fire	313
Alure	Mind	327
Analyze	Special	333
Andacia	Phys	312
Anti-Curse	Curse	325
Anti-Death	Death	324
Anti-Elec	Elec	318
Anti-Expe	Expe	323
Anti-Fire	Fire	315
Anti-Force	Force	319
Anti-Ice	Ice	316
Anti-Mind	Mind	328
Anti-Nerve	Nerve	326
Anti-Phys	Phys	313
Apocalypse	Almighty	322
Arbitration	Conversation	340
Arid Need	Phys	310
Attack All	Special	335
Aurora	Special	337
Avenge	Special	334
Bael's Bane	Curse	325
Beast Eye	Support	332
Beast Roar	Almighty	321
Beckon Call	Special	333
Begging	Conversation	339
Berserk	Phys	310
Besech	Conversation	338
Binding Cry	Nerve	326
Blight	Phys	311
Boil Storm	Elec	317
Brainwash	Conversation	338
Bright Light	Special	334
Bruta Sash	Phys	310
Buffy	Ice	315
Buffyayne	Ice	315
Buffy	Ice	315
Bullet-Time	Phys	311
Call Angel	Special	337
Call Evil	Special	337
Call Soldier	Special	337
Call Souls	Special	337
Chaos Blade	Phys	311
Chasm	Conversation	341
Charm Bite	Phys	308
Conjuration	Special	337
Counter	Special	334
Dark Howl	Special	336
Dark Light	Special	334
Dark Pledge	Conversation	339
Dark Sworn	Phys	310
Deadly Fury	Phys	312
Death Fies	Almighty	321
Death Lust	Mind	327
Death Pact	Conversation	339
Deathbound	Phys	311
Deathblow	Almighty	320
Debitate	Support	331
Dekaja	Support	331
Dekunao	Support	331
Detain	Conversation	340
Dia	Healing	328
Diarahan	Healing	328
Diarama	Healing	328
Dismal Tune	Curse	325
Divine Shot	Phys	312
Divine Will	Special	337
Domination	Special	337
Dormina	Mind	326
Dragon Eye	Support	332
Drain Attack	Special	334
E & I	Phys	311
Earthquake	Phys	311
Elec Boost	Elec	318
Elec Drain	Elec	318
Elec Repe	Elec	318
Enure	Special	334

Name	Attribute	Page
Estoma	Special	333
Eternal Rest	Mind	326
Evi Gaze	Death	324
Evi Gloom	Mind	328
Evi Melody	Special	334
Fast Retreat	Special	336
Fera Bite	Phys	308
Fera Claw	Phys	309
Fire Boost	Fire	315
Fire Breath	Fire	314
Fire Drain	Fire	315
Fire Repe	Fire	315
Fire of Sinai	Almighty	321
Flogger	Conversation	340
Focus	Special	333
Fog Breath	Support	331
Force Boost	Force	319
Force Drain	Force	320
Force Repe	Force	320
Foul Havoc	Phys	313
Foul Union	Special	336
Freikugel	Almighty	321
Gaea Rage	Phys	312
Gathering	Special	336
Glacial Blast	Ice	316
Goaly Light	Expe	323
Goas Bow	Expe	323
Goas Curse	Almighty	321
Connection	Conversation	340
Guillotine	Phys	310
Hades Blast	Phys	310
Haggle	Conversation	340
Hama	Expe	322
Hamaon	Expe	322
Hassahappa	Phys	311
Heat Wave	Phys	311
Hell Burner	Fire	314
Hell Exhaust	Force	319
Hell Fang	Phys	309
Hell Gaze	Death	324
Hell Spin	Phys	312
Hell Throat	Support	333
Hell Thrust	Phys	310
Hellfire	Fire	314
Hell's Call	Almighty	322
High King	Almighty	322
Ho-y Meay	Special	334
Ho-y Star	Support	332
Ho-y Wrath	Expe	323
Ice Boost	Ice	316
Ice Breath	Ice	316
Ice Drain	Ice	316
Ice Repel	Ice	316
Ice Death	Ice	316
Infinite Light	Almighty	322
Intimate	Conversation	341
Intoxicate	Mind	327
Iron Claw	Phys	309
Javelin Rain	Phys	312
Jive Talk	Conversation	339
Kamikaze	Expode	338
Kianop	Conversation	339
Last Resort	Expode	338
Laughter	Special	336
Life Aia	Healing	330
Life Bonus	Special	335
Life Drain	Almighty	320
Life Gain	Special	335
Life Refill	Healing	330
Life Surge	Special	335
Liftoma	Special	333
Lightoma	Special	333
Loan	Conversation	340
Lucky Find	Special	335
Lulaby	Mind	326
Lunge	Phys	310
Mabufu	Ice	315
Mabufuayne	Ice	316

Name	Attribute	Page
Mabufu	Ice	316
Magma Axis	Fire	314
Mahama	Expel	322
Mahamaon	Expel	323
Maiden Plea	Conversation	341
Makajam	Curse	325
Makajamon	Curse	325
Makokaja	Support	331
Makorokam	Support	332
Makotora	Support	332
Mamudo	Death	324
Mamudoon	Death	324
Mana Aia	Healing	330
Mana Bonus	Special	335
Mana Drain	Almighty	320
Mana Gain	Special	335
Mana Refill	Healing	330
Mana Surge	Special	335
Maragi	Fire	314
Maragidyne	Fire	314
Maragion	Fire	314
Marin Karin	Mind	327
Mazan	Force	318
Mazanayne	Force	319
Mazanma	Force	319
Mazio	Elec	317
Maziodyne	Elec	317
Mazionga	Elec	317
Mepatra	Healing	329
Media	Healing	328
Meiarahan	Healing	329
Meiarama	Healing	328
Meditation	Almighty	321
Megiao	Almighty	320
Megiao a	Almighty	320
Megiao aan	Almighty	320
Might	Special	334
Mighty Gust	Phys	310
Mind's Eye	Special	336
Mirage	Phys	313
Mischief	Conversation	339
Muaa	Death	324
Muaaon	Death	324
Mute Gaze	Curse	325
Mutjai	Healing	329
Nag	Conversation	341
Needle Rush	Phys	309
Never Yield	Special	336
Oni-Kagura	Phys	312
Panic Voice	Mind	327
Paraladi	Healing	329
Patra	Healing	329
Persuade	Conversation	340
Pester	Conversation	339
Pestilence	Almighty	321
Petraadi	Healing	329
Phase Shift	Special	337
Phys Drain	Phys	313
Phys Repe	Phys	313
Pierce	Special	335
Posumuai	Healing	329
Prayer	Healing	329
Preach	Mind	327
Prominence	Fire	314
Provoke	Support	332
Puinpa	Mind	327
Raaiance	Expe	323
Ragnarok	Fire	314
Rakukaja	Support	331
Rakunao	Support	330
Rebelion	Phys	311
Recarm	Healing	329
Recarmara	Healing	330
Rea Capote	Support	332
Replicate	Special	336
Retaliate	Special	334
Retreat	Special	336
Riberama	Special	333

Name	Attribute	Page
Root of Evil	Almighty	322
Round Trip	Elec	317
Sacrifice	Expode	338
Sam'recam	Healing	329
Scout	Conversation	338
Seduce	Conversation	338
Sexy Gaze	Mind	327
Shibaboo	Nerve	326
Shack	Elec	317
Showtime	Almighty	321
So Niger	Almighty	321
Sonic Wave	Mind	327
Sons Oath	Special	336
Soul Divide	Curse	325
Soul Recruit	Conversation	339
Spiral Viper	Phys	312
Starlight	Expel	323
Starlie	Support	332
Stasis Block	Phys	311
Stinger	Almighty	321
Stone Bite	Phys	309
Stone Gaze	Death	324
Stone Hunt	Conversation	340
Stun Bite	Phys	309
Stun Claw	Phys	309
Stun Gaze	Nerve	326
Stun Needle	Phys	309
Sukukaja	Support	331
Sukunda	Support	330
Tarukaja	Support	331
Tarunaa	Support	330
Taunt	Support	331
Tempest	Phys	310
Tentacle	Phys	313
Tentarafoo	Mind	327
Terrorblade	Phys	312
Telraja	Support	332
Telrakom	Support	332
Threaten	Conversation	340
Thunderclap	Expel	323
Tornado	Force	319
Toxic Cloud	Curse	325
Toxic Sting	Phys	309
Traae	Conversation	339
Trafuri	Special	333
Vast Light	Almighty	322
Venom Bite	Phys	308
Venom Claw	Phys	309
Victory Cry	Healing	330
Violet Flash	Expel	323
Void Curse	Curse	325
Void Death	Death	324
Void Elec	Elec	318
Void Expe	Expel	323
Void Fire	Fire	315
Void Force	Force	320
Void Ice	Ice	316
Void Mind	Mind	328
Void Nerve	Nerve	326
Void Phys	Phys	313
War Cry	Support	331
Watchfu	Special	335
Wet Wind	Force	319
Whirlwind	Force	319
Wild Dance	Mind	328
Wind Cutter	Force	319
Wine Party	Conversation	341
Wing Buffet	Force	319
Woong	Conversation	338
Xeros-Beat	Phys	312
Zan	Force	318
Zanayne	Force	318
Zanma	Force	318
Zio	Elec	317
Zioayne	Elec	317
Zionga	Elec	317

Demons can appear as enemies, as allies to some jobs. Here we'll detail some information on those Demons.

NEUTRAL
Fairy

HIGH PIXIE

From Fairy Pixie (TV 14)
To Night Queen Mab (TV 16)

6
E! CON UN

Also, even within a dungeon, there are floors on which Demons will not appear, so be careful.

260

LIGHT Deity **VISHNU** **From**

LV 93 **HP (Ally/Enemy)** 708/- **MP (Ally/Enemy)** 384/- **St** 27 **Ma** 35 **Vi** 25 **Ag** 20 **Lu** 26 **F** - **EXP** -

Type A Magic **Mo** **Wi** **Ey** **Lu** **Bi** **Cl** **We** **Gi** **Ta** **Conversation Type** Great/Male/Adult **Item** -

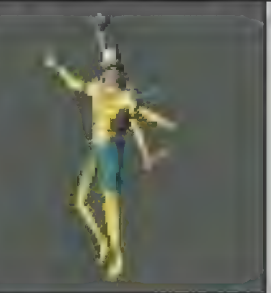
Defenses
Expel Repel / Vo'd Death / Strong to All Others

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	50	50	50	50	100	Repel	Vo'd	50	50	50

Skills Prayer (-) Ho, Wratn (-) Hell Gaze (-) Prominence (94) Haas Bast (95) Raadance (96) Phys Repe (97) -

Skills (Enemy) - - - - - - - - -

Main Appearances -



LIGHT Deity **MITHRA** **From**

LV 78 **HP (Ally/Enemy)** 630/- **MP (Ally/Enemy)** 309/- **St** 27 **Ma** 25 **Vi** 27 **Ag** 6 **Lu** 18 **F** - **EXP** -

Type A Magic **Mo** **Wi** **Ey** **Lu** **Bi** **Cl** **We** **Gi** **Ta** **Conversation Type** Great/-/- **Item** -


Defenses
Phys Repe / Vo'd Expel & Death / Weak to Ice

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Repel	100	150★	100	100	100	Vo'd	Vo'd	100	100	100

Skills Debilitate (-) Megdola (-) Mamajaan (-) Death Pact (79) Ho, Wratn (80) Fog Breatn (81) Manamaon (82) Mana Surge (83)

Skills (Enemy) - - - - - - - - -

Main Appearances -



LIGHT Deity **ODIN** **From**

LV 65 **HP (Ally/Enemy)** 498/648 **MP (Ally/Enemy)** 498/648 **St** 24 **Ma** 25 **Vi** 18 **Ag** 17 **Lu** 16 **F** 570 **EXP** 596

Type A Magic **Mo** **Wi** **Ey** **Lu** **Bi** **Cl** **We** **Gi** **Ta** **Conversation Type** Great/Male/Adult **Item** Suppress


Defenses
Vo'd Ice & Expel / Weak to Force

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	Vo'd	100	150★	100	Void	100	100	100	100

Skills Bufudyne (-) Agdyne (-) Deathpouna (66) Makamoun (67) Woo ng (68) Mabufudyne (69) Maragdyne (70) -

Skills (Enemy) Deampound Aciayne Maragayne Bufudyne Mabufudyne Makajamon - -

Main Appearances Bandou Shrine 5th Kalpa



LIGHT Deity **AMATERASU** **From**

LV 56 **HP (Ally/Enemy)** 438/756 **MP (Ally/Enemy)** 237/237 **St** 19 **Ma** 23 **Vi** 17 **Ag** 16 **Lu** 16 **F** 443 **EXP** 454

Type All Magic **Mo** **Wi** **Ey** **Lu** **Bi** **Cl** **We** **Gi** **Ta** **Conversation Type** Gentle/-/Adult **Item** Just


Defenses
Vo'd Fire & Expel & Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Vo'd	100	100	100	100	Void	Void	100	100	100

Skills Tetrakarn (-) Prom nence (-) God, Light (57) Debilitate (58) Fire Repe (59) Prayer (60) - -

Skills (Enemy) Prominence God, Light Prayer Debilitate Tetrakarn - - -

Main Appearances Bandou Shrine, 3rd Kalpa



ATAVAKA From

LIGHT Deity

lv 47

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
402/603	183/183	24	14	20	10	14	332	328

Type	Ma	Wi	Ey	Lu	Bi	Cl	We	Gi	To	Conversation Type	Da	Se	Op	Item
Phys										Crest/Male/Adult				Opa

Defenses

Expel & Death Repel / Weak to Nerve & Mind

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	Repel	Repel	100	150★	★

Skills	Mght (-)	Mghty Gust (-)	Endure (48)	B'naing Cry (49)	Retaliate (50)	Chaos Bldae (51)	-	-
Skills (Enemy)	Mighty Gust	Chaos Bldae	B'naing Cry	Retaliate	-	-	-	-
Main Appearances	Bandou Shrine, 3rd Kalpa							

HORUS From

LIGHT

lv 38

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
32/-	162/-	12	16	14	2	10	-	-

Type	Ma	Wi	Ey	Lu	Bi	Cl	We	Gi	To	Conversation Type	Da	Se	Op	Item
Expe										Edor/-/-				-

Defenses

Expel Repel / Strong to Phys / Weak to Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	100	100	100	100	Repel	150★	100	100	100

Skills	Watchful (-)	Mahama (-)	Mana Gain (39)	Dekunda (40)	Lftoma (41)	Med aranna (42)	Violet Flash (43)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

SCATHACH From

LIGHT Megami

lv 64

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
486/729	270/270	21	26	17	18	15	555	580

Type	Ma	Wi	Ey	Lu	Bi	Cl	We	Gi	To	Conversation Type	Da	Se	Op	Item
Force										Strong/Female/Adult				Ruby

Defenses

Void Force & Expel & Curse / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	Void	100	Void	100	Void	100	100

Skills	Mght (-)	Mazandyne (-)	Force Repel (65)	Dark Peage (66)	Thundercap (67)	Mana Aia (68)	Wind Cutter (69)	-
Skills (Enemy)	Mazandyne	Wind Cutter	Thunderclap	-	-	-	-	-
Main Appearances	Bandou Shrine, 5th Kalpa							

LAKSMI From

LIGHT Megami

lv 54

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
414/-	234/-	14	24	15	13	16	-	-

Type	Ma	Wi	Ey	Lu	Bi	Cl	We	Gi	To	Conversation Type	Da	Se	Op	Item
Hea										Lady/Female/Adult				-

Defenses



Expel Repel / Void Ailment Attacks / Weak to Force

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	150★	100	Repel	100	Void	Void	Void

Skills	Med arahan (-)	Seduce (-)	Mana Ad (55)	Stone Gaze (56)	Mana Surge (57)	Samrecarm (58)	Recarmara (59)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

LIGHT
Megami

SATI

From:    

LV 48

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
366/549	204/204	11	20	13	15	17	344	341

Type	Mo	Wi	Py	Lu	Bl	Cl	We	Gl	To	Conversation Type	Dem	Be	Op	Item
Fire	X	X	●	X	X	X	X	●	●	Lazy/Female/Youth	X	X	X	Opal

Defenses
Fire Drain / Expel Repel / Weak to Ice





Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Drain	150★	100	100	100	Repel	100	100	100	100

Skills	Ag dyne (-)	Recarm (-)	Sex, Gaze (-)	Marag dyne (49)	Makarora (50)	Pester (51)	A lure (52)	-
Skills (Enemy)	Ag dyne	Marag dyne	A lure	-	-	-	-	-
Main Appearances	Bandou Shrine 1st kalpa 5th Kalpa							



LIGHT
Megami

SARASVATI

From:    

LV 30

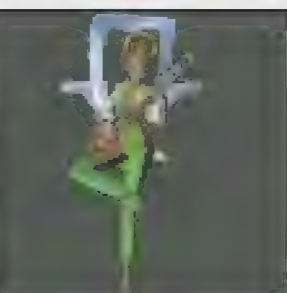
HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
246/-	141/-	9	1/	1	9	12	-	-

Type	Mo	Wi	Py	Lu	Bl	Cl	We	Gl	To	Conversation Type	Dem	Be	Op	Item
Heal	X	X	●	X	X	X	X	●	●	Lazy/Female/Youth	X	X	X	-

Defenses
Vo d Expel & Alment Attacks / Weak to Fire





Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	100	100	100	100	Void	100	Vo d	Vo d	Vo d

Skills	Mute Gaze (-)	Mana Refil (-)	Recarm (31)	Seduce (32)	Mazanma (33)	Force Boost (34)	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							



LIGHT
Megami

UZUME

From:    

LV 18


HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
156/-	90/-	6	12	8	8	12	-	-

Type	Mo	Wi	Py	Lu	Bl	Cl	We	Gl	To	Conversation Type	Dem	Be	Op	Item
Heal	X	X	X	X	X	X	X	●	●	Witchy/Female/Youth	X	X	X	-

Defenses
Vo d Force & Expel / Weak to Elec.





Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	★	Void	100	Void	100	100	100	100

Skills	Mea a (-)	Mazan (-)	Hama (19)	Seduce (20)	Stone Gaze (21)	Life Bonus (22)	Mana Refil (23)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							



LIGHT
Fury

SHIVA

From:    

LV 95


HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
786/-	363/-	32	26	36	26	15	-	-

Type	Mo	Wi	Py	Lu	Bl	Cl	We	Gl	To	Conversation Type	Dem	Be	Op	Item
Elec	●	X	●	●	X	X	●	X	●	Creary/Male/Adult	X	X	X	-

Defenses
Vo d Expel & Death / Weak to All Others

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	50	50	50	50	100	Void	Void	50	50	50

Skills	Victory Cry (-)	Hassonappa (-)	A lure (-)	Bolt Storm (96)	Avenge (97)	Meg'dolaan (98)	Phy's Drain (99)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							



LIGHT
Fury

BEIJI-WENG

From
To

End XXX

Lv 61

HP (Ally/Enemy) 504/756 MP (Ally/Enemy) 255/255

St 23

Ma 24

Vi 14

Ag 12

Lu 12

Fa 512

EXP 532

Type
Death

Ma Wi Ey Lu Bl Cl We Gi Ta

Conversation Type
Fider/Mage/Adult

Dm Se Op

Item
Amethyst

Defenses

Void Expel & Death / Strong to Phys / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	150★	100	100	100	100	Void	Void	100	100	100

Skills	Mana Aia (-)	Stasis Blade (-)	Thunderclap (-)	He Gaze (62)	Wooring (63)	Mamudoon (64)	Holy Wrath (65)	-
Skills (Enemy)	Stasis Blade	Thunderclap	Holy Wrath	Mamudoon	He Gaze	-	-	-
Main Appearances	Bandou Shrine							

LIGHT
Fury

WU KONG

From Genma Hanuman [LV50]
To

XXX

Lv 54

HP (Ally/Enemy) 432/- MP (Ally/Enemy) 201/-

St 22

Ma 13

Vi 18

Ag 18

Lu 18

Fa -

EXP -

Type
Phys

Ma Wi Ey Lu Bl Cl We Gi Ta

Conversation Type
Baby/Mage/-

Dm Se Op

Item

Defenses

Void Phys & Expel & Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Void	100	100	100	100	100	Void	Void	100	100	100

Skills	Hassonappa (55)	Dark Pledge (56)	Attack A (57)	Avenge (58)	-	-	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances								

LIGHT
Fury

DIONYSUS

From
To

XXXX

Lv 44

HP (Ally/Enemy) 354/- MP (Ally/Enemy) 192/-

St 16

Ma 20

Vi 15

Ag 3

Lu 15

Fa -

EXP -

Type
Fire

Ma Wi Ey Lu Bl Cl We Gi Ta

Conversation Type
Genie/Mage/Adult

Dm Se Op

Item

Defenses

Void Fire & Expel & Death / Weak to Ice

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Void	150★	100	100	100	Void	Void	100	100	100

Skills	Maragon (-)	Void Fire (-)	Wyne Party (45)	Dsma Tune (46)	Tempest (47)	Maragiane (48)	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

LIGHT
Lady

SKADI

From
To

XXX

Lv 74

HP (Ally/Enemy) 570/- MP (Ally/Enemy) 309/-

St 23

Ma 29

Vi 21

Ag 18

Lu 15

Fa -

EXP -

Type
Force

Ma Wi Ey Lu Bl Cl We Gi Ta

Conversation Type
Strong/Female/Adult

Dm Se Op

Item

Defenses

Void Force & Expel & Curse / Weak to Ice

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	Void	100	Void	100	Void	100	100

Skills	Makamon (75)	Makakaja (76)	Elec Repel (77)	Earthquake (78)	-	-	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

LIGHT
Lady

KALI

From

LV 67	HP (Ally/Enemy) 540/810	MP (Ally/Enemy) 258/258	St 25	Ma 19	Vi 23	Ag 19	Lu 13	Fr 600	EXP 628	
Type Phys			Conversation Type Lady//Female, Ad					Item Ruby		
Defenses Death Repel / Vo'd Fire & Expel / Weak to Ice										
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Vo'd	150★	100	100	100	Vo'd	Repel	100	100	100
Skills	Tentarafoo (-)	Deathpouna (-)	Avenge (68)	Fog Breath (69)	Life Surge (70)	Dark Sword (71)	-	-	-	-
Skills (Enemy)	Deathpouna	Dark Swora	Tentarafoo	Fog Breatn	Avenge	-	-	-	-	-
Main Appearances	Banaat Shrine, 5th Ka pa									

LIGHT
Lady

PARVATI

From
Miegami Sah (V52)

LV 57	HP (Ally/Enemy) 432/-	MP (Ally/Enemy) 240/-	St 15	Ma 23	Vi 15	Ag 6	Lu 20	Fr -	EXP -	
Type Hea			Conversation Type Lady//Female/Youth					Item -		
Defenses Fire Dra n / Expel Repel / Weak to Ice										
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Dra n	150★	100	100	100	Repel	100	100	100	100
Skills	Med arama (58)	Tetraxam (59)	Thunderclap (60)	Radiance (61)	-	-	-	-	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-	-	-
Main Appearances	-									

LIGHT
Lady

KUSHINADA

From

LV 41	HP (Ally/Enemy) 330/-	MP (Ally/Enemy) 180/-	St 12	Ma 19	Vi 14	Ag 10	Lu 8	Fr -	EXP -	
Type Hea			Conversation Type Lady//Female/Youth					Item -		
Defenses Expel Repel / Weak to Death										
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	Repel	150★	100	100	100
Skills	Meiarama (-)	Nag (-)	Toxic Sing (-)	Maragion (42)	Paradisi (43)	Lucky Find (44)	Beseech (45)	-	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-	-	-
Main Appearances	-									

LIGHT
Lady

KIKURI-HIME

From

LV 24	HP (Ally/Enemy) 210/-	MP (Ally/Enemy) 120/-	St 10	Ma 16	Vi 11	Ag 8	Lu -	Fr -	EXP -	
Type Hea			Conversation Type Lady//Female/Youth					Item -		
Defenses Void Expel & Nerve & Mind / Weak to Fire										
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	100	100	100	100	Void	100	100	Vo'd	Vo'd
Skills	Diarama (-)	Sex, Gaze (-)	Maiden Plea (25)	Posumui (26)	Mepatra (27)	Recarm (28)	-	-	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-	-	-
Main Appearances	-									

LIGHT
Kishin**THOR**From
To

XXXXXX

LV 76

HP (Ally/Enemy) 612/-

MP (Ally/Enemy) 288/-

St 25 Ma 20 Vi 26 Ag 12 Lu 17

F. EXP

Type
Elec

St	Ma	Vi	Ag	Lu
✖	✖	✖	✖	✖

Conversation Type
Society/Mage/Adult

Da	Be	Op
✖	✖	✖

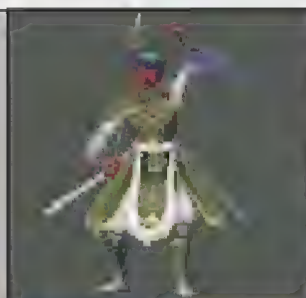
Item
-

Defenses

Elec Drain / Void Expe / Weak to Curse & Nerve

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	Drain	100	100	Void	100	150★	150★	100

Skills	Avenge (-)	Zoayne (-)	Hades Blast (-)	Medarahan (77)	Mazadryne (78)	Stas's Blae (79)	Fre Repel (80)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-	-	-	-	-	-	-	-

LIGHT
Kishin**BISHAMON**From
To

XXXXXX

LV 72

HP (Ally/Enemy) 582/-

MP (Ally/Enemy) 267/-

St 25 Ma 17 Vi 25 Ag 17 Lu 15

F. EXP

Type
Fire

St	Ma	Vi	Ag	Lu
✖	✖	✖	✖	✖

Conversation Type
Creat/Mage/Adult

Da	Be	Op
✖	✖	✖

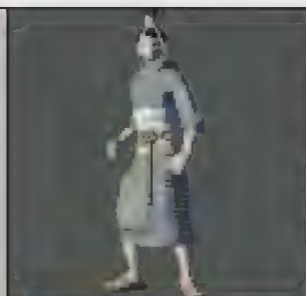
Item
-

Defenses

Fire Repel / Void Expe / Weak to Ice

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Repel	150★	100	100	100	Void	100	100	100	100

Skills	Thunderclap (-)	Attack All (-)	Prom nence (73)	Fire Boost (74)	Detain (75)	Enaure (76)	Hassonappa (77)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-	-	-	-	-	-	-	-

LIGHT
Kishin**FUTOMIMI**From
To

XXXXXX

LV 63

HP (Ally/Enemy) 498/-

MP (Ally/Enemy) 267/-

St 20 Ma 26 Vi 20 Ag 15 Lu 12

F. EXP

Type
All Magic

St	Ma	Vi	Ag	Lu
✖	✖	✖	✖	✖

Conversation Type
-/ - / -

Da	Be	Op
✖	✖	✖

Item
-

Defenses

Void Expe & Death & Allment Attacks / Weak to Phys

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	100▲	100▲	100	100	Void	Void	Void	Void	Void

Skills	Focus (-)	War Cry (-)	Mute Gaze (-)	Lunge (-)	Might (64)	Life Surge (65)	Mana Surge (66)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-	-	-	-	-	-	-	-

LIGHT
Kishin**JIKOKU**From
To

XXXXXX

LV 52

HP (Ally/Enemy) 426/-

MP (Ally/Enemy) 204/-

St 21 Ma 16 Vi 19 Ag 11 Lu 11

F. EXP

Type
Ice

St	Ma	Vi	Ag	Lu
✖	✖	✖	✖	✖

Conversation Type
Creat/Mage/Adult

Da	Be	Op
✖	✖	✖

Item
-

Defenses

Ice Repel / Void Expe / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	Repe	100	100	100	Void	100	100	100	100

Skills	Stas's Blae (-)	Darahan (-)	Dekunaa (53)	Bufuayne (54)	Dark Pledge (55)	Mazadryne (56)	Bolt Storm (57)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-	-	-	-	-	-	-	-

LIGHT Kishin **MIKAZUCHI** From To

LV 45 **HP (Ally/Enemy)** 372/558 **MP (Ally/Enemy)** 177/177

St	Ma	Vi	Ag	Lu	Fi	EXP
19	14	17	11	11	310	303

Type Elec **Conversation Type** Boy/ Male/ Youth **Item** Jape


Defenses
Elec Repel: /Vo'd Expel / Weak to Force

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	Repel	150★	100	Vo'd	100	100	100	100

Skills Zoa,yne (-) Snock (-) Arbitration (46) Dark Sword (47) Life Refl (48) Mazonga (49) - -

Skills (Enemy) Dark Swora Zoa,yne Mazonga Bar Storm - - - -

Main Appearances



LIGHT Kishin **OKUNINUSHI** From To

LV 39 **HP (Ally/Enemy)** 312/- **MP (Ally/Enemy)** 165/-

St	Ma	Vi	Ag	Lu	Fi	EXP
16	12	13	11	10	-	-

Type Expe **Conversation Type** Gentle/ Male/ Youth **Item** -

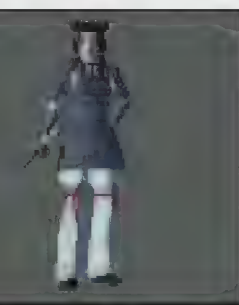
Defenses
Expel Repel / Vo'd Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	Repel	Vo'd	100	100	100

Skills Chaos Blaas (-) Mamudo (-) Wooing (40) Ag'a,yne (41) Makajamon (42) Beckon Cal (43) - -

Skills (Enemy) - - - - - - - -

Main Appearances



LIGHT Kishin **KOUMOKU** From To

LV 33 **HP (Ally/Enemy)** 282/- **MP (Ally/Enemy)** 135/-

St	Ma	Vi	Ag	Lu	Fi	EXP
16	12	14	9	9	-	-

Type Force **Conversation Type** Great/ Male/ Adult **Item** -

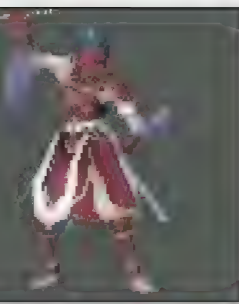
Defenses
Force Repel / Void Curse / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	Repel	100	Void	100	100	100	100

Skills Mghty, Gusr (-) Mazanma (-) Life Gain (34) Beseech (35) Mana Bonus (36) Tetraja (37) - -

Skills (Enemy) - - - - - - - -

Main Appearances



LIGHT Kishin **ZOUCHOU** From To

LV 27 **HP (Ally/Enemy)** 234/- **MP (Ally/Enemy)** 111/-

St	Ma	Vi	Ag	Lu	Fi	EXP
15	10	12	7	10	-	-

Type Phys **Conversation Type** Great/ Male/ Adult **Item** -

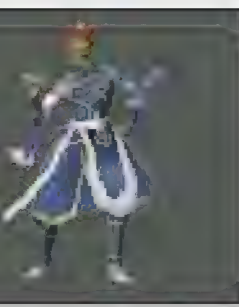
Defenses
Void Expel & Curse & Nerve / Weak to Force

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	150★	100	Void	100	Vo'd	Vo'd	100

Skills Bruta Sash (-) Ag'lao (-) Manama (-) Detain (28) Hamaon (29) Anti-Death (30) Mght (31) -

Skills (Enemy) - - - - - - - -

Main Appearances



MINAKATA From XXXX

lv 17 **HP (Ally/Enemy)** 168/- **MP (Ally/Enemy)** 75/-

Type Elec **Conversation Type** Center Mage, Adult

Defenses
Elec Repel / Vo'd Expel / Weak to Ice & Nerve

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	100	Repel	100	100	Vo'd	100	100	150★	100

Skills Dark Might (-) Maz'o (-) Zionga (-) Makai'am (18) Intimidate (19) Stun Gaze (20) Dekaja (21) Focus (22)

Skills (Enemy) - - - - - - - - -

Main Appearances -

CHIMERA From To 90 XXXX

lv 55 **HP (Ally/Enemy)** 426/639 **MP (Ally/Enemy)** 204/204

Type Fire **Conversation Type** Beast/-/-

Defenses
Fire Drain / Vo'd Expel / Weak to Nerve & Mind

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Drain	100	100	100	100	Vo'd	100	100	150★	150★

Skills Fire Breath (-) Fire Boost (-) War Cry (-) Iron Claw (56) Kianap (57) Kamikaze (58) Sonic Wave (59) -

Skills (Enemy) Iron Claw Fire Breath Kamikaze - - - - -

Main Appearances Bandou Shrine, 4th Kalpa, 5th Kalpa

BAIHU From To 90 XXXX

lv 43 **HP (Ally/Enemy)** 348/522 **MP (Ally/Enemy)** 153/153

Type Ice **Conversation Type** Beast/-/-

Defenses
Void Ice & Expel / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	Vo'd	100	100	100	Vo'd	100	100	100	100

Skills Life A'd (-) Stone Bite (-) Ice Breatn (-) Might (44) Beseecn (45) Focus (46) Bufuayne (47) -

Skills (Enemy) Stone Bite Bufuayne Focus - - - - -

Main Appearances Bandou Shrine, 5th Kalpa

FENG HUANG From XXXX

lv 36 **HP (Ally/Enemy)** 276/- **MP (Ally/Enemy)** 138/-

Type Elec **Conversation Type** Beast/-/-















Defenses
Elec Repel / Void Expel / Weak to Ice









Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	★	Drain	100	100	Vo'd	100	100	100	100

Skills Lufoma (-) Wing Buffet (-) Fire Breatn (-) Recarm (37) Arbitration (38) Mazionga (39) Life A'd (40) -







Skills (Enemy) - - - - - - - - -

Main Appearances -

LIGHT Holy		SENRI		From 							
LV 27	HP (Ally/Enemy) 216/-	MP (Ally/Enemy) 123/-	St 10	Ma 12	VI 9	Ag 12	Lu 9	F -	EXP -		
Type Force	       	Conversation Type Witch/Female/		  	Item -						
Defenses											
Force Repel / Vo'd Expel / Weak to Elec											
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
100	100	100	150★	Drain	100	Vo'd	100	100	100	100	
Skills	Mazanma (28)	Luck, Find (29)	Stone Hunt (30)	Drain Attack (31)	-	-	-	-	-	-	
Skills (Passive)	-	-	-	-	-	-	-	-	-	-	
Main Appearances	-										

LIGHT Holy		UNICORN										From 																	
LV 21		HP (Ally/Enemy) 186/—		MP (Ally/Enemy) 99/—		St 9		Ma 12		Vi 10		Ag /		Lu /		Fi —		EXP —											
Type Heal		Ma ●		Wi ×		Ey ●		Lu ●		Bi ●		Cl ×		We ×		Bl ×		Ta ●		Conversation Type Casta — / —		Item —							
<p align="center">Defenses</p> <p align="center">Void Expel & Curse & Mnd / Weak to Elec</p>																													
Phys		Fire		Ice		Elec		Force		Almty		Expel		Death		Curse		Nerve		Mind									
100		100		100		150★		100		100		Void		100		Vo d		100		Vo d									
Skills		Rakuka a (—)		Mapufa (—)		Med a (—)		Life Ref I (22)		Strn Bte (23)		Tetraja (24)		Mepatra (25)		Diarama (26)													
Skills (Enemy)		—		—		—		—		—		—		—		—		—											
Main Appearances		—																											

LIGHT Holy		SHIISAA		From							
LV	13	HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Ft	EXP	
		120/-	57/-	9	6	/	9	6		-	
Type		Conversation Type			Drop Rate			Item			
Ice		Beast / - / -						-			
Defenses											
Elec Dra'n / Void Expel / Weak to Fire											
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind	
100	150★	100	Dra'n	100	100	Void	100	100	100	100	
Galla	Snock (-)	Fera Claw (-)	War Cry [14]	Brainwash [15]	Stone B te [16]	Counter [17]	Anti-Fire [18]	-			
Skills (Enemy)	-	-	-	-	-	-	-	-			
Main Appearances	-										

LIGHT Element		FLAEMIS										From   		  	
LV 20	HP (Ally/Enemy) 156/188	MP (Ally/Enemy) 96/96	St 10	Ma 12	Vi 6	Ag 6	Lu 7	Fi 98	EXP 100						
Type Fire	Mo X	Wi X	Ey X	Lu ●	Bl X	Cl X	We X	Gi X	Te ●	Conversation Type Certa / - / -	Des X	Re X	Op X	Item Support	
Defenses															
Fire Drain / Void Expel & Death / Weak to Ice															
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind					
100	Drain	150★	100	100	100	Void	Void	100	100	100					
Skills	Maragi (-)	Bright Might (-)	Makakaja (21)	Meaia (22)	Vola Mind (23)	Agao (24)	-	-							
Skills Summary	Maragi	Meaia	Makakaja	-	-	-	-	-							
Main Appearances	Amala Network 2 Amala Temple - Outside, White, Black, Red 1st Kalpa														

AQUANS From:

LIGHT Element

lv 15

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
126/152	75/75	6	10	6	6	8	70	100

Type	Ma	Wi	Ey	Lu	Bl	Cl	We	Gl	Ta	Conversation Type	Des	Re	Qu	Item
Ice	X	X	X	X	X	X	X	X	X	Certe, / -	X	X	X	Aquamarine

Defenses

Ice Repel / Vo'd Expel & Death / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	Repe	100	100	100	Vo'd	Vo'd	100	100	100

Skills	Sukx'a (-)	Anti-Expe (-)	Mabufu (16)	Anti-Nerve (17)	Life Bonus (18)	Bufoa (19)	-	-
Skills (Enemy)	Bufoa	Mabufu	Sukx'a	-	-	-	-	-
Main Appearances	Amala Network 2, Amala Temple - Outside White Black, Red							

AEROS From:

LIGHT Element

lv 11

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
102/102	57/57	5	8	6	8	5	100	28

Type	Ma	Wi	Ey	Lu	Bl	Cl	We	Gl	Ta	Conversation Type	Des	Re	Qu	Item
Heal	X	X	X	X	X	X	X	X	X	Certe, / -	X	X	X	Carpet

Defenses

Void Expel & Death / Strong to All Others

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	Vo'd	Void	100	100	

Skills	Dia (-)	Zo (-)	Lulaby (12)	Marin Karin (13)	Anti-Mind (14)	Toxic Strng (15)	-	-
Skills (Enemy)	Zo	Dia	Marin Karin	-	-	-	-	-
Main Appearances	Amala Network 1 Amala Network 2 Amala Temple - Outside White Black Red							

ERTHYS From:

LIGHT Element

lv 7

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
90/90	36/36	6	5	8	4	5	100	15

Type	Ma	Wi	Ey	Lu	Bl	Cl	We	Gl	Ta	Conversation Type	Des	Re	Qu	Item
Elec	X	X	X	X	X	X	X	X	X	Certe, / -	X	X	X	Agate

Defenses

Vo'd Expel & Death / Weak to Force

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	150★	100	Vo'd	Void	100	100	100

Skills	Zo (-)	Patra (-)	Rakux'a (8)	Anti-Curse (9)	Arbitration (10)	Maz o (11)	-	-
Skills (Enemy)	Zo	Mazio	Rakux'a	-	-	-	-	-
Main Appearances	Amala Network 1, Amala Network 2, Amala Temple - Outside, White, Black, Red							

SAKI MITAMA From:

LIGHT Element

lv 35

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
270/270	138/138	10	11	10	11	20	210	300



Type	Ma	Wi	Ey	Lu	Bl	Cl	We	Gl	Ta	Conversation Type	Des	Re	Qu	Item
All Magic	X	X	X	X	X	X	X	X	X	Ida// / -	X	X	X	Supprie

Defenses

Vo'd Expel & Death & Ailment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	Vo'd	Vo'd	Vo'd	Vo'd	Vo'd

Skills	Dormina (-)	Trade (-)	Analyze (-)	Mazanma (36)	Mea'arama (37)	Mazionga (38)	Tetrakarn (39)	-
Skills (Enemy)	Mazionga	Mazanma	Mea'arama	Tetrakarn	-	-	-	-
Main Appearances	Amala Network 2 Amala Temple - Outside, White Black, Red							

LIGHT Mitama **KUSI MITAMA** From  To 

LV 32 **HP (Ally/Enemy)** 240/240 **MP (Ally/Enemy)** 150/150 **St** 9 **Ma** 18 **Vi** 8 **Ag** 12 **Lu** 12 **Fr** 184 **EXP** 250

Type A Magic **Conversation Type** Center / — **Item** Jade


Defenses
Void Expel & Death & Ailment Attacks



Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	Void	Vo d	Vo d	Vo d	Vo d

Skills Sukukaja (—) Dekaja (—) Analyze (—) AntiForce (33) AntiIce (34) AntiElec (35) AntiFire (36) —

Skills (Enemy) Sukukaja — — — — — — —

Main Appearances Amala Network 2, Amala Temple - Outside, White, Black, Red



LIGHT Mitama **NIGI MITAMA** From  To 

LV 29 **HP (Ally/Enemy)** 234/234 **MP (Ally/Enemy)** 117/117 **St** 10 **Ma** 10 **Vi** 10 **Ag** 6 **Lu** 10 **Fr** 160 **EXP** 200

Type A Magic **Conversation Type** Eager / — **Item** Ruby


Defenses
Void Expel & Death & Ailment Attacks



Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	Void	Void	Vo d	Vo d	Vo d

Skills Rakunda (—) Persuade (—) Analyze (—) Fire Boost (30) Elec Boost (31) Ice Boost (32) Force Boost (33) —

Skills (Enemy) Rakunda — — — — — — —

Main Appearances Amala Network 2, Amala Temple - Outside, White, Black, Red



LIGHT Mitama **ARA MITAMA** From  To 

LV 25 **HP (Ally/Enemy)** 210/210 **MP (Ally/Enemy)** 105/105 **St** 12 **Ma** 10 **Vi** 10 **Ag** 10 **Lu** 10 **Fr** 130 **EXP** 150

Type A Magic **Conversation Type** Bad / — **Item** Rayno Bagg


Defenses
Void Expel & Death & Ailment Attacks



Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	Void	Void	Vo d	Vo d	Vo d

Skills Tarukaja (—) Bright Might (—) Analyze (—) Life Aa (26) Life Refl (27) Counter (28) Lunge (29) —

Skills (Enemy) Lunge Tarukaja — — — — — — —

Main Appearances Amala Network 2, Amala Temple - Outside, White, Black, Red; 3rd Kalpa



NEUTRAL Yoma **EFREET** From Yoma Jinn (LV48)  To 

LV 52 **HP (Ally/Enemy)** 402/402 **MP (Ally/Enemy)** 225/225 **St** 15 **Ma** 23 **Vi** 15 **Ag** 14 **Lu** 9 **Fr** 392 **EXP** 396

Type Fire **Conversation Type** Bad / Male / — **Item** Dasha


Defenses
Fire Drain / Weak to Ice

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Repel	150★	100	100	100	100	100	100	100	100

Skills Agdyne (—) Taunt (—) Makakaja (53) Mana Refl (54) Maragidyne (55) Beckon Call (56) Promnence (57) —

Skills (Enemy) Maragidyne Promnence Makakaja — — — — —

Main Appearances Amala Temple - Red, Yurakuchō Tunnel, Dier Building, 3rd Kalpa



NEUTRAL Yoma **PURSKI** From — To Worgod Ganesha (IV53) **Ent Con XXX**

LV 48 HP (Ally/Enemy) 390/390 MP (Ally/Enemy) 189/189 St 19 Ma 15 Vi 17 Ag 9 Lu 12 Fi 344 EXP 341

Type Force WI EV LU BI CI WE GI TA Conversation Type Gentle/Male/— Drs Es Op Item Muscle Drink

Defenses
Void Force & Expel / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	Void	100	Void	100	100	100	100

Skills Bina'ng Cry (—) Watchful (—) Scout (—) Stas's Blade (49) Panic Voice (50) Force Boost (51) Chaos Bade (52) Mazand'ne (53)

Skills (Enemy) Chaos Bade Mazand'ne Bina'ng Cry Panic Voice — — — —

Main Appearances Obelisk, Diet Building, Tower of Kagutsuchi

NEUTRAL Yoma **JINN** From — To Yoma Efreet (IV48) **Ent Con XXX**

LV 44 HP (Ally/Enemy) 342/342 MP (Ally/Enemy) 189/189 St 14 Ma 19 Vi 13 Ag 14 Lu 8 Fi 299 EXP 291

Type Elec WI EV LU BI CI WE GI TA Conversation Type Elder/Male/— Drs Es Op Item Chakra Drop

Defenses
Force Drain / Weak to Nerve

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	Drain	100	100	100	100	100★	100

Skills Force Boost (—) Zand'ne (—) Mazand'ne (—) D'arama (45) Kam'kaze (46) Fater (47) Taunt (48) —

Skills (Enemy) Zand'ne D'arama Taunt Laughter Kam'kaze — — — —

Main Appearances Diet Building, 3rd Kalpa

NEUTRAL Yoma **ONKOT** From — To Genma Hanuman (IV42) **Ent Con XXX**

LV 37 HP (Ally/Enemy) 288/288 MP (Ally/Enemy) 138/138 St 14 Ma 9 Vi 11 Ag 15 Lu 12 Fi 228 EXP 212

Type Phys WI EV LU BI CI WE GI TA Conversation Type Bad/—/— Drs Es Op Item Chakra Drop

Defenses
Strong to Phys / Weak to Curse & Nerve

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	100	100	100	100	100	100	150★	100★	100

Skills Mgnt (—) Berserk (—) Taruka'a (—) Tetrakarn (38) Brutal Slash (39) Stone Hunt (40) Sukuka'a (41) Sacrifice (42)

Skills (Enemy) Brutal Slash Sukuka'a Tarukaja Tetrakarn — — — —

Main Appearances Obelisk, 3rd Kalpa, 5th Kalpa

NEUTRAL Yoma **KARASU** From Yoma Kappa (IV24) To Genma Kurama (IV33) **Ent Con XXX**

LV 28 HP (Ally/Enemy) 234/234 MP (Ally/Enemy) 117/117 St 12 Ma 11 Vi 11 Ag 10 Lu 8 Fi 152 EXP 129

Type Elec WI EV LU BI CI WE GI TA Conversation Type Bad/Male/— Drs Es Op Item Dis-Stun

Defenses
Force Repel / Weak to Curse


Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	Repel	100	100	100	150	100	100


Skills Wing Buffer (—) Taruka'a (—) Mana Ga'n (29) Connection (30) Manama (31) Might (32) Tornado (33) —

























Skills (Enemy) Ag'iao — — — — — — — —

Main Appearances Obelisk, 1st Kalpa

NEUTRAL Yoma		DIS										From — To Wargod Valkyrie [LV27]		Enk Con XXX																				
LV 23		HP (Ally/Enemy) 198/198		MP (Ally/Enemy) 111/111		St 10		Ma 14		Vi 10		Ag 7		Lu 6			Fi 116		EXP 92															
Type Support		Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type Lady/Female/Youth			Do	Re		Op	Item Opal																
		X	X	●	X	X	X	X	●	●				●	●		●																	
Defenses																																		
Fire Drain																																		
Phys		Fire		Ice		Elec		Force		Almty		Expel		Death			Curse		Nerve		Mind													
100		Void		100		100		100		100		100		100			100		100		100													
Skills		Tetraja (—)				Ag'lao (—)				Maka'am (—)				Diarama (24)				Stone Gaze (25)				Makarora (26)				Mepatra (27)				—				
Skills (Enemy)		Ag'lao				Stone Gaze				Maka'am				—				—				—				—				—				
Main Appearances		Assembly of Nihilo, Obelisk, 1st Kalpa, 5th Kalpa																																

NEUTRAL Yoma		KOPPA										From — To Yoma Karsu (LV24)		End ConXXX		
LV 19	HP (Ally/Enemy)	144/156		MP (Ally/Enemy)	87/87		St	Ma	Vi	Ag	Lu	Fi	EXP			
							7	10	5	13	8	92	66			
Type	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type			Item			
Elec	X	X	X	X	X	X	X	X	X	Bad/—/Youth			Agate, Sacred Water			
Defenses																
Void Force / Weak to Curse																
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind						
100	100	100	100	Void	100	100	100	150★	100	100						
Skills	Wing Buffet (—)				Taruka a (—)		Watchful (20)		Shibaboo (21)		Makarora (22)		Kam kaze (23)	Zanma (24)	—	
Skills (Enemy)	Zanma				Wing Buffet		Shibaboo		Tarukaja		Gathering		Kamikaze	—	—	
Main Appearances	Assembly of Nihilo, Obelisk, 1st Kalpa															

NEUTRAL Yoma		ISORA										From — To —		End Con XX		
LV	14	HP (Ally/Enemy) 132/132		MP (Ally/Enemy) 66/66		St	Ma	Vi	Ag	Lu	Fi	EXP				
						9	8	8	6	3	65	40				
Type	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type			Item			
Ice										Beast/—/—			Coral			
Defenses																
Strong to Ice / Weak to Fire																
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind						
100	150★	50	100	100	100	100	100	100	100	100						
Skills		Analyze (—)		Venom Bite (—)		Kianap (15)		Lulaby (16)		Ice Breath (17)		Meaia (18)		—	—	
Skills (Enemy)		Venom Bite		Ice Breath		Meaia		—		—		—		—	—	
Main Appearances		Great Underpass of Ginza, 5th Kalpa														

NEUTRAL Yoma		APSARAS										From 		   		
LV	8	HP (Ally/Enemy) 84/84		MP (Ally/Enemy) 42/42		St	Ma	Vi	Ag	Lu	Fi	EXP				
						6	6	6	5	5	40	18				
Type											Conversation Type		Item			
Elec											Lady/Female/Youth		Aquamarine			
Defenses																
Elec Drain / Weak to Fire																
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind						
100	150★	100	Void	100	100	100	100	100	100	100						
Skills		Lulaby (—)		Seduce (—)		Murud' (—)		Mazio (9)		Anri-Mina (10)		Maka'am (11)		Dorm'na (12)	—	
Skills (Enemy)		Dorm'na		—		—		—		—		—		—	—	
Main Appearances		Ginza, 5th Kalpa														

NEUTRAL
Fairy

TITANIA

From —
To — **Enr Con** XXX

LV 57

HP (Ally/Enemy) 432/432
MP (Ally/Enemy) 240/240

St 14 Ma 23 Vi 15 Ag 12 Lu 13

Fi 456 EXP 469

Type
All Magic

Mo Wi Ev Lu Bi Cl We Gi To

Conversation Type
Lady/Female/Youth

Dns Es Op

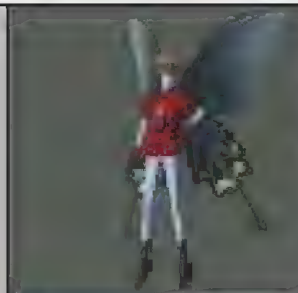
Item
Sapphire

Defenses

Expel & Death Repel / Strong to All Magic

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	Repel	Repel	100	100	100

Skills	Glacial Blast (—)	Pester (—)	Mediarama (58)	Pu'npa (59)	Charisma (60)	Mana Surge (61)	Prayer (62)	—
Skills (Enemy)	Glacial Blast	Pu'npa	Mediarama	—	—	—	—	—
Main Appearances	Yoyogi Park, Asakusa, Amala Temple - White, 5th Kalpa							

NEUTRAL
Fairy

OBERON

From —
To — **Enr Con** XXX

LV 46

HP (Ally/Enemy) 354/354
MP (Ally/Enemy) 195/195

St 16 Ma 19 Vi 13 Ag 8 Lu 10

Fi 321 EXP 315

Type
Heal

Mo Wi Ev Lu Bi Cl We Gi To

Conversation Type
Gentle/Male/Youth

Dns Es Op

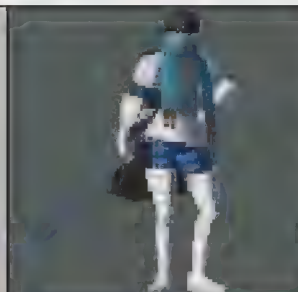
Item
Aquamarine

Defenses

Strong to Phys / Weak to Curse

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	100	100	100	100	100	100	150★	100	100

Skills	Heat Wave (—)	Woo'ing (—)	Mediarama (—)	Makararn (47)	Diarahan (48)	Tornado (49)	Bufuayne (50)	Zod'ne (51)
Skills (Enemy)	Heat Wave	Mediarama	Makararn	—	—	—	—	—
Main Appearances	Yoyogi Park, Amala Temple - Outside, 3rd Kalpa							

NEUTRAL
Fairy

SETANTA

From —
To — Genma Cu Chulainn (LV48) **Enr Con** XXX

LV 43

HP (Ally/Enemy) 378/400
MP (Ally/Enemy) 165/165

St 17 Ma 12 Vi 20 Ag 12 Lu 6

Fi 288 EXP 279

Type
Phys

Mo Wi Ev Lu Bi Cl We Gi To

Conversation Type
Gentle/Male/Youth

Dns Es Op

Item
Onyx

Defenses

Force Repel / Weak to Curse & Nerve

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	Repel	100	100	100	150★	100★	100

Skills	Estama (—)	Gul'otine (—)	Suk'xa (—)	Retal'ate (44)	Taunt (45)	Vo'd Curse (46)	Woo'ing (47)	Tempest (48)
Skills (Enemy)	Tempest	Gul'otine	Dragon Eye	Beast Eye	—	—	—	—
Main Appearances	Yoyogi Park, Asakusa, 3rd Kalpa							

NEUTRAL
Fairy

TROLL

From —
To — **Enr Con** XXX

LV 38

HP (Ally/Enemy) 354/354
MP (Ally/Enemy) 144/144

St 14 Ma 10 Vi 21 Ag 4 Lu 9

Fi 238 EXP 222

Type
Ice

Mo Wi Ev Lu Bi Cl We Gi To

Conversation Type
Bad/Male/Youth

Dns Es Op




Item
Medicine

Defenses



Ice Drain / Weak to Nerve

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	Drain	100	100	100	100	100	100	100	100★

Skills	Begging (—)	Murui (—)	Mapuf'ula (39)	Berserk (40)	Life Can (41)	L'gntoma (42)	Diarahan (43)	—
Skills (Enemy)	Berserk	Mapuf'ula	Diarahan	—	—	—	—	—
Main Appearances	Yoyogi Park, Asakusa, Amala Temple - Outside, 3rd Kalpa							

NEUTRAL Fairy **KELPIE** From   

LV 26 HP (Ally/Enemy) 210/210 MP (Ally/Enemy) 117/117 St 9 Ma 13 Vi 9 Ag 8 Lu 7 Fr 137 EXP 113

Type: Heal  Conversation Type: Beast/—/—  Item: Jade

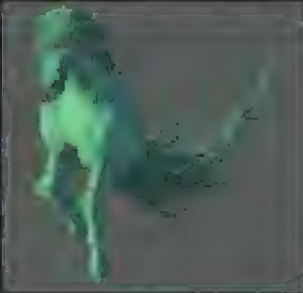
Defenses: Strong to Ice / Weak to Force




Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	50	100	150★	100	100	100	100	100	100

Skills: Pu npa (—) Arbitraton (—) Paralad (—) Stun Bite (27) Voia Nerve (28) Marin Karin (29) Diarama (30) —



Skills (Enemy): Stun Bite Pu npa Marin Karin Diarama — — — —

Main Appearances: Yoyogi Park, Ikebukuro Tunnel, Asakusa, Asakusa Tunnel, 1st Kalpa, 3rd Kalpa, 5th Kalpa



NEUTRAL Fairy **PYRO JACK** From   

LV 19 HP (Ally/Enemy) 162/162 MP (Ally/Enemy) 87/87 St 8 Ma 10 Vi 8 Ag 6 Lu 7 Fr 92 EXP 66

Type: Ice  Conversation Type: Hi-Ho/—/Child  Item: Garnet


Defenses: Fire Drain / Weak to Ice




Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Void	100★	100	100	100	100	100	100	100	100

Skills: Agi (—) Marag (—) Nag (—) Stun Gaze (20) Lunge (21) Ag ao (22) AntIce (23) —

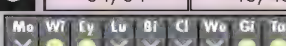

Skills (Enemy): Agi Agiao Maragi — — — —

Main Appearances: Yoyogi Park, Ginza, Mantra's Headquarters, 1st Kalpa



NEUTRAL Fairy **HIGH PIXIE** From Fairy Pixie (LV6)    To Night Queen Mab (LV16)

LV 10 HP (Ally/Enemy) 84/84 MP (Ally/Enemy) 48/48 St 4 Ma 6 Vi 4 Ag 6 Lu 10 Fr 200 EXP 100

Type: Heal  Conversation Type: Lady/Female/Youth  Item: Revival Bead

Defenses: Strong to Elec


Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	50	100	100	100	100	100	100	100




Skills (Normal): Zio (—) Wng Buffer (—) Paralad (11) Meparo (12) Seauce (13) Luck, Find (14) Trafur (15) —

Skills (Enemy): Paralad (11) Meparo (12) Pester (13) Luck, Find (14) Trafur (15) — — — —



Skills (Enemy): Wng Buffer — — — — — — — —

Main Appearances: Yoyogi Park, 5th Kalpa



NEUTRAL Fairy **JACK FROST** From   

LV 7 HP (Ally/Enemy) 78/78 MP (Ally/Enemy) 45/45 St 5 Ma 8 Vi 6 Ag 4 Lu 4 Fr 36 EXP 15

Type: Ice  Conversation Type: Hi-Ho/—/Child  Item: Chakra Drop


Defenses: Ice Drain / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	Void	100	100	100	100	100	100	100	100

Skills: Bufu (—) Connection (—) Dark M'gnt (—) Mapufu (8) Trade (9) Ice Bream (10) Life Refil (11) —

Skills (Enemy): Bufu Mapufu Gathering — — — —

Main Appearances: Yoyogi Park, Ginza



NEUTRAL Fairy PIXIE From To

LV 2 HP (Ally/Enemy) 36/36 MP (Ally/Enemy) 24/18 St 3 Ma 6 Vi 4 Ag 2 Lu 7 T 22 EXP 5

Type Heal

Conversation Type Girl/Female/Child

Item Chakra Drop, Revival Bead

Defenses
Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	50	100	100	100	100	100	100	100

Skills Dia (-) Zo (-) Seauce (3) Rakunda (4) Posumud (5) W ng Buffer (6) - -

Skills (Enemy) Zo Dia - - - - -

Main Appearances Yoyogi Park, Shibuya, Ginza, 5th Kalpa

NEUTRAL Divine THRONE From To

LV 64 HP (Ally/Enemy) 492/598 MP (Ally/Enemy) 258/258 St 18 Ma 22 Vi 18 Ag 15 Lu 15 T 555 EXP 580

Type Expe

Conversation Type Gentle/-/Adult

Item Opal

Defenses
Expel Repel / Fire Drain / Weak to Ice & Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Drain	150★	100	100	100	Repel	150★	100	100	100

Skills Mahamaon (-) Prominence (-) Bra nwasn (-) Mea arahan (65) Mute Gaze (66) Ho', Wram (67) Debl rate (68) -

Skills (Enemy) Prom'nence Manamaon Hay Wrath Mute Gaze Meaiaranan - - -

Main Appearances Tower of Kagutsuchi

NEUTRAL Divine DOMINION From To

LV 50 HP (Ally/Enemy) 390/390 MP (Ally/Enemy) 204/204 St 15 Ma 18 Vi 15 Ag 11 Lu 11 T 368 EXP 368

Type Expe

Conversation Type Gentle/Male/Adult

Item Aquamarine

Defenses
Expel Repel / Weak to Death & Curse

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	Repel	150★	150★	100	100

Skills Darahan (-) Vo et Flash (-) Tetrakarn (51) Persuade (52) Makakaja (53) Makajama (54) Mahamaon (55) -

Skills (Enemy) Vo et Flash Makajama Darahan Tetrakarn - - -

Main Appearances Area G, Mantra's Headquarters, Asakusa, Amala Temple - Outside, Mifunashiro

NEUTRAL Divine VIRTUE From To

LV 41 HP (Ally/Enemy) 348/400 MP (Ally/Enemy) 174/174 St 12 Ma 17 Vi 17 Ag 8 Lu 7 T 268 EXP 256

Type Expe

Conversation Type Gentle/-/Adult

Item Opal

Defenses
Expel Repel / Weak to Force & Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	150★	100	Repel	150★	100	100	100

Skills Manama (-) Detain (-) Mea arama (-) Aria Needle (42) Makarakarn (43) Mazionga (44) Thundercap (45) -

Skills (Enemy) Mahama Thundercap Makarakarn Meaiarama - - -

Main Appearances Area F, Area G, Mantra's Headquarters, Asakusa, Amala Temple - Outside, Mifunashiro, 3rd Kalpa

NEUTRAL
Divine

POWER

From:

LV 33

HP (Ally/Enemy)
294/320

MP (Ally/Enemy)
123/126

St
16

Ma
8

Vi
16

Ag
7

Lu
6

Fi
192

EXP
173

Type
Expel

Mo
X

Wi
X

Ev
X

Lu
X

Bl
X

Cl
X

We
X

Gl
X

Ta
X

Conversation Type
Gentle/Male/Adult

Dm
X

Be
X

Op
X

Item
Onyx

Defenses
Expel Repel / Weak to Death & Nerve

Phys
100

Fire
100

Ice
100

Elec
100

Force
100

Almty
100

Expel
Repel

Death
150★

Curse
100

Nerve
150★

Mind
100

Skills
Bright Mght (—) Brainwash (—) Taruka a (—) Gulotine (34) Mahama (35) Hamaon (36) Void Nerve (37) —

Skills (Enemy)
Gulotine Hamaon Taruka a — — — — —

Main Appearances
Area B, Area E, Area F, Mantra's Headquarters, Asakusa, Mifunashiro



NEUTRAL
Divine

PRINCIPALITY

From:

LV 28

HP (Ally/Enemy)
222/222

MP (Ally/Enemy)
120/120

St
11

Ma
12

Vi
9

Ag
7

Lu
9

Fi
152

EXP
129

Type
Expel

Mo
X

Wi
X

Ev
X

Lu
X

Bl
X

Cl
X

We
X

Gl
X

Ta
X

Conversation Type
Gentle/Male/Adult

Dm
X

Be
X

Op
X

Item
Garnet

Defenses
Void Expel / Weak to Death & Mind

Phys
100

Fire
100

Ice
100

Elec
100

Force
100

Almty
100

Expel
Voia

Death
150★

Curse
100

Nerve
100

Mind
150★

Skills
Bright Mght (—) Zanma (—) Connection (—) Diarama (29) Mana Bonus (30) Hamaon (31) Heat Wave (32) —

Skills (Enemy)
Heat Wave Hamaon Diarama — — — — —

Main Appearances
Area B, Area C, Area D, Mantra's Headquarters, Asakusa



NEUTRAL
Divine

ARCHANGEL

From:

LV 18

HP (Ally/Enemy)
156/156

MP (Ally/Enemy)
72/72

St
11

Ma
6

Vi
8

Ag
7

Lu
6

Fi
86

EXP
60

Type
Expel

Mo
X

Wi
X

Ev
X

Lu
X

Bl
X

Cl
X

We
X

Gl
X

Ta
X

Conversation Type
Gentle/Male/Adult

Dm
X

Be
X

Op
X

Item
Medicine

Defenses
Void Expel / Weak to Ice & Death

Phys
100

Fire
100

Ice
100★

Elec
100

Force
100

Almty
100

Expel
Voia

Death
150★

Curse
100

Nerve
100

Mind
100

Skills
Tarukaja (—) Mighty Gust (—) Hama (19) Estoma (20) Wing Buffer (21) Persuade (22) Diarama (23) —

Skills (Enemy)
Mighty Gust Hama Diarama Tarukaja — — — —

Main Appearances
Area B, Area C, Area D, Mantra's Headquarters, Asakusa



NEUTRAL
Divine

ANGEL

From:

LV 11

HP (Ally/Enemy)
108/108

MP (Ally/Enemy)
54/54

St
4

Ma
7

Vi
7

Ag
7

Lu
6

Fi
52

EXP
28

Type
Expel

Mo
X

Wi
X

Ev
X

Lu
X

Bl
X

Cl
X

We
X

Gl
X

Ta
X

Conversation Type
Lady/Female/Youth

Dm
X

Be
X

Op
X

Item
Medicine

Defenses
Void Expel / Weak to Force & Death

Phys
100

Fire
100

Ice
100

Elec
100

Force
150★

Almty
100

Expel
Voia

Death
150★

Curse
100

Nerve
100

Mind
100

Skills
Da (—) Hama (—) Dela n (12) Para (13) Perad (14) Stun Needle (15) Life A a (16) —

Skills (Enemy)
Hama Da — — — — — —

Main Appearances
Area B, Area C, Area D, Ginza, Mantra's Headquarters, 5th Kalpa



FLAUROS From - **Enc Con** ~~XXX~~

NEUTRAL Fallen

LV 68 HP (Ally/Enemy) 540/574 MP (Ally/Enemy) 246/246 St 27 Ma 14 Vi 22 Ag 13 Lu 12 T 616 EXP 644

Type Phys

Conversation Type Bad/—/Adult

Item Musce Drink

Defenses

Death Repel / Weak to Nerve

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	100	Repel	100	100★	100

Skills Iron Claw (—) Threaten (—) War Cry (—) Deathbound (69) Enaure (70) Haas Blast (71) Life Surge (72) Hassohappa (73)

Skills (Enemy) Iron Claw Deathbound War Cry — — — — —

Main Appearances Tower of Kagutsuchi, 2nd Kalpa, 4th Kalpa, 5th Kalpa

DECARABIA From - **Enc Con** ~~XXX~~

NEUTRAL Fallen

LV 58 HP (Ally/Enemy) 450/450 MP (Ally/Enemy) 240/240 St 15 Ma 22 Vi 17 Ag 12 Lu 12 T 470 EXP 484

Type All Magic

Conversation Type Great/—/—

Item Jade

Defenses

Void Death / Strong to All Magic

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	100	Void	100	100	100

Skills Analyze (—) Haggle (—) Tetrakam (—) Sukkaja (59) Mel Gaze (60) Eternal Rest (61) Trafuri (62) Meg do (63)

Skills (Enemy) Meg do Eternal Rest Sukkaja Tetrakam — — — — —

Main Appearances Area G, Obelisk, Diet Building, Tower of Kagutsuchi, 3rd Kalpa, 4th Kalpa

OSE From - **Enc Con** ~~XXX~~

NEUTRAL Fallen

LV 45 HP (Ally/Enemy) 354/570 MP (Ally/Enemy) 168/168 St 17 Ma 11 Vi 14 Ag 12 Lu 11 T 310 EXP 303

Type Phys

Conversation Type Bad/—/Adult

Item Jade

Defenses

Void Death / Weak to Nerve

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	100	Void	100	100★	100

Skills Rakxaxa (—) War Cry (—) Blight (—) Dekaja (46) Dekunda (47) Threaten (48) Focus (49) Makarakorn (50)

Skills (Enemy) Blight War Cry Dragon Eye Focus — — — — —

Main Appearances Amala Temple - Black, 3rd Kalpa

BERITH From - **Enc Con** ~~XXX~~

NEUTRAL Fallen

LV 37 HP (Ally/Enemy) 324/360 MP (Ally/Enemy) 141/141 St 16 Ma 10 Vi 17 Ag 8 Lu 6 T 228 EXP 212

Type Fire

Conversation Type Great/Male/Adult

Item Garnet

Defenses

Fire Drain / Void Death / Strong to Phys / Weak to Ice

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	Drain	150★	100	100	100	100	Void	100	100	100

Skills Muao (—) K'anap (—) Heat Wave (—) Dekaja (38) Maragion (39) D'smal Tune (40) Fire Boost (41) Thunderclap (42)

Skills (Enemy) Heat Wave Helfre — — — — —

Main Appearances Obelisk, 1st Kalpa, 3rd Kalpa

NEUTRAL
Fallen

ELIGOR

From - **End Con** XXX

LV 29

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
258/288	114/114	14	9	14	6	6	160	137

Type	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type	Dr	Be	Op	Item
Phys	●	×	●	●	×	×	●	×	●	Gentle/Male/Adult	●	●	●	Ametyst

Defenses
Void Death / Strong to Phys / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	100	150★	100	100	100	Void	100	100	100

Skills	Hel Thrust (-)	Rakukaja (-)	Dark Mght (-)	Muao (30)	Berserk (31)	Riderama (32)	Int miate (33)	Stone Gaze (34)
Skills (Enemy)	Berserk	Muao	Rakukaja	Dragon Eye	Beas' Eye	-	-	-
Main Appearances	Assembly of Nihilo, Obelisk, 1st Kalpa							



NEUTRAL
Fallen

FORNEUS

From - **End Con** XXX

LV 20


HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
180/220	81/81	10	7	10	5	8	98	73

Type	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type	Dr	Be	Op	Item
Ice	●	×	●	●	×	×	×	×	×	Bad/-/-	●	●	●	Aquamarine

Defenses
Ice Drain / Void Death / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	Void	150★	100	100	100	Void	100	100	100

Skills	Stun Bite (-)	Riberama (-)	Bufula (21)	Loan (22)	Fog Breat (23)	Anri-Eec (24)	Mabufula (25)	-
Skills (Enemy)	Stun Bite	Bufula	Mabufula	-	-	-	-	-
Main Appearances	Assembly of Nihilo, 1st Kalpa, 5th Kalpa							



NEUTRAL
Snake

YURLUNGUR

From - **End Con** XXX

LV 66

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
576/633	246/246	18	16	30	9	13	585	612

Type	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type	Dr	Be	Op	Item
Heal	×	×	●	●	×	×	×	×	●	Beast/-/-	●	●	●	Muscle Drink

Defenses
Void All Magic / Weak to Ailment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Void	Void	Void	Void	100	100	100	150★	150★	150★

Skills	Zioayne (-)	Rakukaja (-)	Bolt Storm (-)	Eec Boost (67)	Mea arahan (68)	Sanrecarm (69)	Wind Cutter (70)	-
Skills (Enemy)	Bolt Storm	Wind Cutter	Mea arahan	Rakukaja	-	-	-	-
Main Appearances	Tower of Kagutsuchi, 5th Kalpa							



NEUTRAL
Snake

QUETZALCOATL

From - **End Con** XXX

LV 55

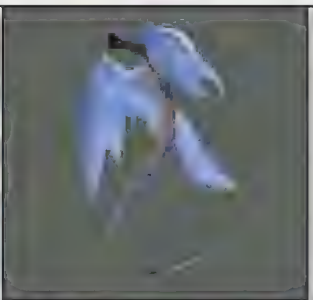
HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
492/492	201/201	16	12	27	9	77	430	439

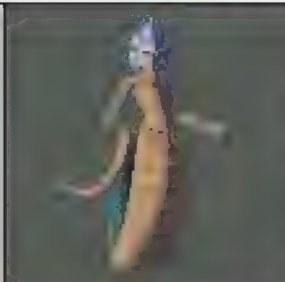












Type	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type	Dr	Be	Op	Item
Ice	●	●	●	●	×	×	×	×	×	Beast/-/-	●	●	●	Turquoise

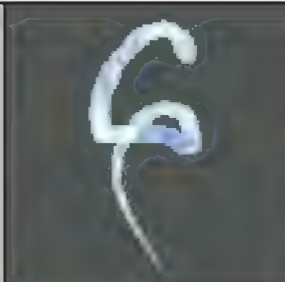

Defenses
Void Ice / Strong to Phys / Weak to Elec















Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	Void	150★	100	100	100	100	100	100	100

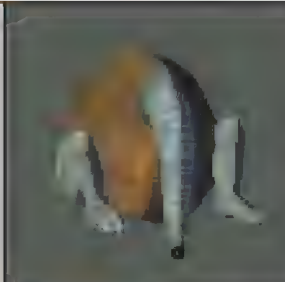









Skills	Stone Bite (-)	Connection (-)	Grac'al Bast (-)	Berserk (56)	Ice Boost (57)	Ice Drain (58)	Toxic Cloud (59)	Recarmara (60)
Skills (Enemy)	Stone Bite	Berserk	Toxic Cloud	-	-	-	-	-
Main Appearances	Amala Temple - Black, Yurakucho Tunnel, 4th Kalpa, 5th Kalpa							





	NEUTRAL Snake		RAJA NAGA		From Snake Naga (LV32)		To 							
	LV 37	HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Ti	EXP				
		348/348	138/138	15	9	21	8	9	228	212				
	Type	Wi	Fi	Li	Bl	Cl	We	Gl	To	Conversation Type	Dr	Be	Op	Item
	Elec									Gentle/—/Adult				Sacred Water
Defenses														
Elec Drain / Strong to Phys / Weak to Fire														
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind				
50	150★	100	Drain	100	100	100	100	100	100	100				
Skills	Drain Attack (—)	Taruka a (—)	Counter (38)	Shock (39)	Wooring (40)	Tempest (41)	Vold Fire (42)	—						
Skills (Enemy)	Tempest	Shock	Counter	Gathering	—	—	—	—						
Main Appearances	Asakusa, Asakusa Tunnel, 3rd Kalpa													


	NEUTRAL Snake		MIZUCHI		From — To Dragon Long (LV38)									
	LV 34	HP (Ally/Enemy) 318/360	MP (Ally/Enemy) 141/144	St 12	Ma 13	Vi 19	Ag 7	Lu 7	Ti 201	EXP 182				
	Type Ice	Wi X	Fi X	Li X	Bl X	Cl X	We X	Gl X	To X	Conversation Type Beast/—/—	Dr X	Be X	Op X	Item Aquamarine
	Defenses													
	Elec Drain / Void Ice & Death / Weak to Fire													
Phys 100	Fire 150★	Ice Void	Elec Drain	Force 100	Almty 100	Expel 100	Death Void	Curse 100	Nerve 100	Mind 100				
Skills	Bufula (—)	Mobufula (—)	Makakaja (—)	Makarakam (35)	Mepatra (36)	Berserk (37)	Fog Breath (38)	—						
Skills (Enemy)	Berserk	Bufula	Fog Breatn	Makarakam	—	—	—	—	—					
Main Appearances	Kabukicho Prison													







	NEUTRAL Snake		NAGA		From — To Snake Raja Naga (LV32)									
	LV 28	HP (Ally/Enemy) 264/264	MP (Ally/Enemy) 108/108	St 13	Ma 8	Vi 	Ag 7	Lu 8	Ti 152	EXP 129				
	Type Elec	Wi 	Fi 	Li 	Bl 	Cl 	We 	Gl 	To 	Conversation Type Bad/—/Youth	Dr 	Be 	Op 	Item Turquoise
	Defenses													
	Elec Drain / Weak to Fire													
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind				
100	150★	100	Drain	100	100	100	100	100	100	100				
Skills	Drain Attack (—)	Taruka a (—)	Trade (—)	Life Gain (29)	Fog Breath (30)	Hei Thrust (31)	Zonga (32)	—						
Skills (Enemy)	Hei Thrust	Zonga	Taruka a	—	—	—	—	—	—					
Main Appearances	Kabukicho Prison, Asakusa Tunnel, 1st Kalpa, 3rd Kalpa													

	NEUTRAL Snake		NOZUCHI												
	LV 14	HP (Ally/Enemy)		MP (Ally/Enemy)		St	Ma	Vi	Ag	Lu	Ti	EXP			
		144/162		60/60		11	6	10	4	7	65	40			
	Type	Wi	Fi	Li	Bl	Cl	We	Gl	To	Conversation Type		Dr	Be	Op	Item
	Phys									Beast/—/—					
	Defenses														
	Force Drain / Weak to Elec														
	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind				
	100	100	100	150★	Drain	100	100	100	100	100	100				
	Skills	Lunge (—)	Toxic Cloud (—)	Counter (15)	Fatter (16)	Rakukaja (17)	Sacrifice (18)	—		—					
Skills (Enemy)	Lunge	Toxic Cloud	Rakukaja	Sacrifice	—		—		—		—				
Main Appearances	Area C, Great Underpass of Ginza														

NEUTRAL Beast		CERBERUS										From — To —		En Con XX			
LV 61		HP (Ally/Enemy) 456/592		MP (Ally/Enemy) 225/225		St 23	Ma 14	Vi 15	Ag 17	Lu 12	Fi 512	EXP 532					
Type	Fire	HP	MP	St	Ma	Vi	Ag	Lu	Fi	EXP	Conversation Type Beast/-/-		Def	Re	Op		Item Garnet
Defenses																	
Fire Repel / Strong to Phys / Weak to Ice																	
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind							
50	Repel	100★	100	100	100	100	100	100	100	100							
Skills		Iron Claw (—)		Binaing Cry (—)		Fog Breath (—)		Retaliate {62}		Detain {63}		Hellfire {64}		Attack A {65}			—
Skills (Enemy)		Iron Claw		Hellfire		Binaing Cry		Retaliate		—		—		—			—
Main Appearances		Yurakucho Tunnel, Diet Building, Tower of Kagutsuchi, 3rd Kalpa, 4th Kalpa, 5th Kalpa															

NEUTRAL Beast		SPARNA										From — To Avian Garuda (LV58)				
LV 54		HP (Ally/Enemy) 408/408		MP (Ally/Enemy) 219/219		St 13	Ma 19	Vi 14	Ag 22	Lu 11	Fi 417		EXP 424			
Type Elec																

NEUTRAL Beast		ORTHURUS										From — To —		Enk Con XX			
LV 34		HP (Ally/Enemy) 282/340		MP (Ally/Enemy) 126/129		St 16	Ma 8	Vi 13	Ag 11	Lu 6	Fi 201	EXP 182					
Type Fire	HP	MP	St	Ma	Vi	Ag	Lu	Fi	EXP	Conversation Type Beast/—/—		Def	Re	Op	Item Medicine		
Defenses																	
Fire Drain / Weak to Ice																	
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind							
100	Drain	150★	100	100	100	100	100	100	100	100							
Skills		Fire Breat (—)		Stun Claw (—)		Fire Boost (35)		Scout (36)		War Cry (37)		Hell Fang (38)		—	—		
Skills (Enemy)		Stun Claw		Fire Breath		Fire Boost		War Cry		—		—		—	—		
Main Appearances		Ginza, Mantra's Headquarters, Asakusa, 4th Kalpa, 5th Kalpa															

NEUTRAL Beast		BADB CATHA										From 		   																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																							
LV 23	HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
	186/186	87/87	11	6	8	12	6	116	92																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
	Type	W	W	W	W	W	W	W	W	W	W	W	W	W	W			W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

NEUTRAL Beast NEKOMATA From To Holy Senri (LV22)

LV 18 HP (Ally/Enemy) 156/156 MP (Ally/Enemy) 90/90 St 7 Ma 12 Vi 8 Ag 7 Lu 7 Tl 86 EXP 60

Type Support Mo Wi Ey Lu Bi Cl We Gi Ta Conversation Type Lady/Female/Youth Drs Es Op Item Dis-Charm

Defenses
Force Drain / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	Drain	100	100	100	100	100	100

Skills Stun Needle (-) Mar'n Karin (-) Paralaai (-) Mana Bonus (19) Fera Claw (20) Pester (21) Mute Gaze (22) —

Skills (Enemy) Fera Claw Stun Needle Mar'n Karin — — — — —

Main Appearances Ginza, Ikebukuro, Mantra's Headquarters, Asakusa, 1st Kalpa, 5th Kalpa

NEUTRAL Beast INUGAMI From To Avala: Makami (LV17)

LV 13 HP (Ally/Enemy) 132/132 MP (Ally/Enemy) 60/60 St 10 Ma 7 Vi 9 Ag 6 Lu 5 Tl 60 EXP 36

Type Phys Mo Wi Ey Lu Bi Cl We Gi Ta Conversation Type Beast/-/- Drs Es Op Item Chakra Drop

Defenses
Void Fire & Death / Weak to Force

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Void	100	100	150★	100	100	Void	100	100	100

Skills Fire Breath (-) Feral B'te (-) Meara (14) Rakunda (15) Fog Breath (16) Pan'c Vo'ce (17) — —

Skills (Enemy) Feral B'te Pan'c Vo'ce Rakunda — — — — —

Main Appearances Ginza, Ikebukuro, Mantra's Headquarters, Asakusa, 5th Kalpa

NEUTRAL Jirae GOGMAGOG From To

LV 55 HP (Ally/Enemy) 456/456 MP (Ally/Enemy) 207/207 St 22 Ma 14 Vi 21 Ag 7 Lu 14 Tl 430 EXP 439

Type Ice Mo Wi Ey Lu Bi Cl We Gi Ta Conversation Type Beast/-/- Drs Es Op Item Medicine

Defenses
Void Phys & Ice & Death / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Void	150★	Void	100	100	100	100	Void	100	100	100

Skills Tornado (-) Berserk (-) D'arama (-) Life Surge (56) Tarunda (57) Evi Gaze (58) Rakunda (59) Sukunda (60)

Skills (Enemy) Berserk Tornado Sukunda Tarunda Rakunda D'arama — —

Main Appearances Asakusa, Amala Temple - White, Mifunashiro, Yurakucho Tunnel, 4th Kalpa

NEUTRAL Jirae TITAN From To

LV 49 HP (Ally/Enemy) 396/416 MP (Ally/Enemy) 177/177 St 21 Ma 10 Vi 17 Ag 8 Lu 13 Tl 356 EXP 354

Type Phys Mo Wi Ey Lu Bi Cl We Gi Ta Conversation Type Bad/Male/Adult Drs Es Op Item Medicine

Defenses
Void Force / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	Void	100	100	100	100	100	100

Skills Beseech (-) Cull'ot ne (-) Taunt (-) Paralaai (50) Life Surge (51) Retaliate (52) Fire Breath (53) —

Skills (Enemy) Cull'ot ne Fire Breath Paralaai Retaliate — — — — —

Main Appearances Asakusa, Amala Temple - White, Mifunashiro, Yurakucho Tunnel, 3rd Kalpa

NEUTRAL
Jirae

SARUTAHIKO

From - End Con XXX

LV 35

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
312/392	126/126	18	7	17	7	6	210	192

Type	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Phys	100	100	100	100	100	100	Void	Void	100	150★	100

Conversation Type: Bad/Male/Adult

Item: Turquoise

Defenses: Void Expel & Death / Weak to Nerve

Skills	Berserk (-)	Lightning (-)	Haggle (36)	Stone Gaze (37)	Counter (38)	Focus (39)	Hell Thrust (40)	-
Skills (Enemy)	Hell Thrust	Berserk	Dragon Eye	Beast Eye	Focus	Counter	-	-

Main Appearances: Ikebukuro Tunnel, Asakusa, Asakusa Tunnel, Mifunashiro



NEUTRAL
Jirae

SUDAMA

From - End Con XXX

LV 13

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
96/96	60/60	7	7	3	8	8	60	36

Type	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Elec	100	150★	100	100	50	100	100	100	100	100	100


Conversation Type: Boy/-/Child

Item: Turquoise

Defenses: Strong to Force / Weak to Fire

Skills	Zan (-)	Begging (-)	Mazon (14)	Kamikaze (15)	Makarora (16)	Makakia (17)	Sukukia (18)	-
Skills (Enemy)	Mazon	Makakia	Kamikaze	-	-	-	-	-

Main Appearances: Area C, Great Underpass of Ginza, Ikebukuro Tunnel, Asakusa, Mifunashiro, 3rd Kalpa



NEUTRAL
Jirae

HUA PO

From - End Con XXX

LV 5

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
60/50	30/30	4	5	5	6	5	30	11

Type	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Fire	100	50	100★	100	100	100	100	100	100	100	100


Conversation Type: Girl/Female/Child

Item: Medicine

Defenses: Strong to Fire / Weak to Ice

Skills	Agi (-)	Pester (-)	Para (6)	Nag (7)	Sexy Gaze (8)	Rakukia (9)	Marag (10)	-
Skills (Enemy)	Agi	Marag	Rakukia	-	-	-	-	-

Main Appearances: Shibuya, Ginza, Asakusa, 1st Kalpa, 5th Kalpa



NEUTRAL
Jirae

KODAMA

From - End Con XXX

LV 3

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
42/20	21/21	4	4	6	6	5	24	

Type	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Elec	100	150★	100	100	50	100	100	100	100	100	100


Conversation Type: Boy/-/Child


Item: Medicine

Defenses: Strong to Force / Weak to Fire

Skills	Zan (-)	Connection (-)	Da (4)	Lunge (5)	Scout (6)	AntiForce (7)	-	-
Skills (Enemy)	Zan	Da	-	-	-	-	-	-

Main Appearances: Shinjuku Medical Center, Shibuya, Ginza, Great Underpass of Ginza, Asakusa



ONGYO-KI From 

NEUTRAL Brute

LV 81

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
624/-	324/-	23	27	23	20	11	-	-


Type	Ma	Wi	Fy	Lu	Bl	Cl	We	Gl	To	Conversation Type	Item
Death										Society/Mage/Adult	-

Defenses

Void Phys & Death & Curse & Mind / Weak to Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Void	100	100	100	100	100	150★	Void	Void	100	Void

Skills	Dark Swora (-)	Beckon Ca (-)	Tentarafoo (-)	Megiao (82)	Threaten (83)	Muoon (84)	Blight (85)	Victory Cry (86)
Skills (Passive)	-	-	-	-	-	-	-	-
Main Appearances	-							

FUU-KI From 

NEUTRAL Brute

LV 66

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
516/-	261/-	18	21	20	19	11	-	-


Type	Ma	Wi	Fy	Lu	Bl	Cl	We	Gl	To	Conversation Type	Item
Force										Bar/Mae/Youth	-

Defenses

Void Force & Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	Void	100	100	Void	100	100	100

Skills	Mazanyne (-)	Zandyne (-)	Lucky Fina (-)	Blaing Cry (67)	Chaos Bade (68)	Dark Peage (69)	Fog Breath (70)	-
Skills (Passive)	-	-	-	-	-	-	-	-
Main Appearances	-							

SUI-KI From 

NEUTRAL Brute

LV 62

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
497/-	258/-	18	24	20	14	9	-	-


Type	Ma	Wi	Fy	Lu	Bl	Cl	We	Gl	To	Conversation Type	Item
Ice										Bar/Mae/Youth	-

Defenses

Void Ice & Death / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	Void	100	100	100	100	Void	100	100	100

Skills	Dekaja (-)	Glacial Bast (-)	Ice Boost (-)	Evil Gaze (63)	Bjufayne (64)	Scout (65)	Life Aid (66)	-
Skills (Passive)	-	-	-	-	-	-	-	-
Main Appearances	-							

KIN-KI From 

NEUTRAL Brute

LV 59

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
498/-	216/-	23	13	24	7	15	-	-

Type	Ma	Wi	Fy	Lu	Bl	Cl	We	Gl	To	Conversation Type	Item
Phys										Bar/Mae/Youth	-


Defenses


Weak to Phys & Curse

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	100	100	100	100	100	100	150★	100	100

Skills	Berserk (-)	Focus (-)	Rakukaja (-)	Taunt (60)	Sacrifice (61)	Loan (62)	Tempest (63)	-
Skills (Passive)	-	-	-	-	-	-	-	-
Main Appearances	-							

NEUTRAL Brute		<h1>SHIKI-OUJI</h1>										From 				
LV 54		HP (Ally/Enemy) 420/420		MP (Ally/Enemy) 234/234		St 14	Ma 24	Vi 16	Ag 10	Lu 10	F 417		EXP 424			
Type A Mage			WI 	Ey 	Lu 	Bi 	Cl 	We 	Gi 	Te 	Conversation Type Creat /					Item Agate
Defenses																
Expel & Death Repel / Void Phys / Weak to Fire																
Phys	Fire	Ice	Elec	Force	Alimty	Expel	Death	Curse	Nerve	Mind						
Void	150★	100	100	100	100	Repel	Repel	100	100	100						
Skills		Stun Needle (-)		Mamudoon (-)		Dekaja (-)		Brainwash (55)		Mute Gaze (56)		Mahamaon (57)		Meg do (58)		-
Skills Summary		Stun Needle		Mamamgon		Mamudoon		-		-		-		-		-
Main Appearances		Asakusa Mifunashiro, Yurakucho Tunnel, 2nd Kalpa														

NEUTRAL Brute		IKUSA		From — To —		Enc Con XX								
LV 44		HP (Ally/Enemy) 342/364		MP (Ally/Enemy) 177/177		St 17	Ma 15			Vi 13	Ag 9	Lu 10	F 299	EXP 291
Type Destr										Conversation Type Ldr/—/Adul				Item Agate
Defenses														
Vo'd Nerve / Weak to Force														
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind				
100	100	100	100	150★	100	100	100	100	Vo'd	100				
Skills	Ard Needle (—)		Stone Gaze (—)		Analyze (—)		Begg'ng (45)		Dark Pedge (46)		Mghty Gust (47)		M'doon (48)	—
Skills Summary	Mghty Gust		Ard Needle		M'doon		—		—		—		—	—
Main Appearances	Asakusa Asakusa Tunnel, 2nd Kalpa 3rd Kalpa													

NEUTRAL Byte		ONI		From Red		Enk Col XX				
LV 25	HP (Ally/Enemy) 222/264	MP (Ally/Enemy) 96/96	St 13	Ma 7	Vi 12	Ag 6	Lu 7	Fi 130	EXP 106	
Type Phys	          	Conversation Type B 1/2 M 0/0 Y 0/0	          	Item Garrot						
Defenses Strong to Phys / Weak to Nerve										
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	100	100	100	100	100	100	100	150★	100
Skills		Rakunaa (—)	Hagg'e (—)	Berserk (—)	War Cry (26)	Estoma (27)	Begging (28)	Life Ga'in (29)	Dark Sword (30)	
Skills (party)		Berserk	War Cry	—	—	—	—	—	—	
Main Appearances		Cinza, Ikebukuro, Mantra's Headquarters, Asakusa, 1st Kalpa, 2nd Kalpa								

NEUTRAL
Brute

MOMUNOFU

From

LV 20

HP (Ally/Enemy)

180/180

MP (Ally/Enemy)

78/78

St

13

Ma

6

Vi

10

Ag

7

Lu

8

F

98

EXP

73

Type

Pr/s

Conversation Type

Body/Memory/Adult

Item

Agate

Defenses

Strong to Phys / Weak to Al'ment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	100	100	100	100	100	100	150★	150★	150★

Skills	Lunge (—)	Focus (—)	Life Bonus (21)	Brutal Slash (22)	Persuade (23)	Kami'kaze (24)	—	—
Skills Summary	Lunge	Focus	—	—	—	—	—	—

Main Appearances

Cinza, Ikebukuro, Asakusa 1st Kalpa, 2nd Kalpa 3rd Kalpa

SHIKIGAMI From

NEUTRAL Brute

LV 4

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
48/48	27/27	5	5	4	5	5	27	9

Type	Ma	Wi	Py	Lu	Bi	Cl	We	Gi	Ta	Conversation Type	Dm	Se	Op	Item
Elec										Beast / -				Chakra Drop

Defenses
Elec Repel / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	100	Repel	100	100	100	100	100	100	100

Skills	Zo (-)	Beseech (-)	Tarunda (5)	Sukunda (6)	Anti-Curse (7)	Tarukana (8)	-	-
Skills (Enemy)	Zo	Sukunda	Tarunda	Tarukana	-	-	-	-
Main Appearances	Shinjuku Medical Center, Shibuya, Ginza, Asakusa Mifunashiro, Yurakucho Tunnel, 2nd Tunnel							

RANGDA From

NEUTRAL Femme

LV 72

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
552/607	288/288	19	24	20	14	15	680	708

Type	Ma	Wi	Py	Lu	Bi	Cl	We	Gi	Ta	Conversation Type	Dm	Se	Op	Item
Support										Faer / - / Adult				Onyx

Defenses
Phys Repel / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Repel	100	100	150★	100	100	100	100	100	100	100

Skills	Debilitate (-)	Stun Claw (-)	Dekana (-)	Mana Refill (73)	Makammon (74)	Hellfire (75)	Avenge (76)	-
Skills (Enemy)	Stun Claw	Hellfire	Debilitate	-	-	-	-	-
Main Appearances	Tower of Kagutsuchi							

ATROPOS From

NEUTRAL Femme

LV 67

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
504/-	285/-	16	28	17	15	14	-	-

Type	Ma	Wi	Py	Lu	Bi	Cl	We	Gi	Ta	Conversation Type	Dm	Se	Op	Item
A Mag c										Girl / Female / Youn				-

Defenses
Void Expel & Death & Mind

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	Void	Void	100	100	Void

Skills	Zodyne (-)	Zandynne (-)	Buwayne (-)	Elec Boost (68)	Force Boost (69)	Ice Boost (70)	Mana Surge (71)	Megidola (72)
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

LACHESIS From

NEUTRAL Femme

LV 63

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
492/-	267/-	16	26	19	10	15	-	-

Type	Ma	Wi	Py	Lu	Bi	Cl	We	Gi	Ta	Conversation Type	Dm	Se	Op	Item
Support										Girl / Female / Youn				-



Defenses
Void Alment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	100	100	Void	Void	Void

Skills	Makakaja (-)	Rakukana (-)	Makarukana (-)	Sukukaja (64)	Dormina (65)	Tetrakana (66)	Rakunda (67)	Trafuri (68)
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							








NEUTRAL
Femme

CLOTHO

From  To 

LV 58

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
438/-	240/-	16	22	15	16	12	-	-

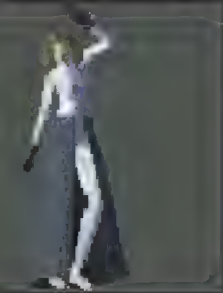
Type	St	Ma	Vi	Ag	Lu	Fi	EXP
Expe							

Conversation Type: Strong, Female, Youth

Defenses: Void Expel & Death



Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	Void	Void	100	100	100

Skills	Hel Gaze (-)	Mahama (-)	Nag (-)	Meaiarama (59)	Eterna Rest (60)	Alure (61)	Samrecam (62)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							










NEUTRAL
Femme

DAKINI

From  To 

LV 52

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
414/414	189/189	21	11	17	13	10	392	396

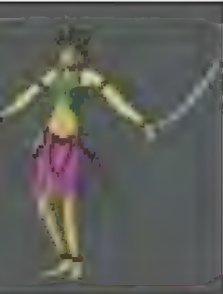
Type	St	Ma	Vi	Ag	Lu	Fi	EXP
Pr fs							

Conversation Type: Wctr, Female, Adult

Defenses: Strong to Fire / Weak to Ice



Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	150★	100	100	100	100	100	100	100	100

Skills	Dismal Tune (-)	Lfe Aia (-)	Mamudo (53)	K'dnap (54)	Agia'ne (55)	B'ight (56)	Endure (57)	-
Skills (Enemy)	B'ight	Agia'ne	Mamudo	-	-	-	-	-
Main Appearances	Amala Temple - Red Yurakucho Tunnel 4th Kalpa 5th Kalpa							










NEUTRAL
Femme

YAKSINI

From  To 

LV 43

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
348/348	162/162	17	11	15	11	9	288	279

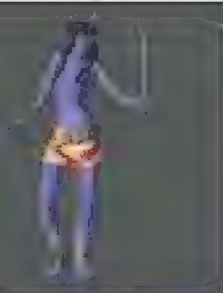
Type	St	Ma	Vi	Ag	Lu	Fi	EXP
Pr fs							

Conversation Type: Witch, Female, Youth

Defenses: Void Force / Weak to Elec



Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	Vo d	100	100	100	100	100	100

Skills	K'dnap (-)	G'ullotine (-)	R'berama (-)	B'na ng Cry (44)	Vo d ice (45)	Tentarafoo (46)	Reta'iate (47)	-
Skills (Enemy)	G'ullotine	B'na ng Cry	Tentarafoo	Dragon Eye	Beas' Eye	Reta'iate	-	-
Main Appearances	Kabukicho Prison, Amala Temple - Red, 3rd Kalpa							










NEUTRAL
Femme

SHIKOME

From  To 

LV 32

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
246/246	144/144	8	16	9	10	9	184	164

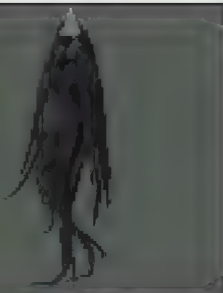
Type	St	Ma	Vi	Ag	Lu	Fi	EXP
Death							

Conversation Type: Elder, Female, Adult

Defenses: Vo d Curse & Nerve / Strong to Mind / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	100	100	100	100	100	100	Vo'd	Vo'd	50

Skills	Loan (-)	Stone Gaze (-)	Mazanma (-)	Anti-Expe (33)	Sonic Wave (34)	Stun Needle (35)	Drain Attack (36)	-
Skills (Enemy)	Stun Needle	Stone Gaze	Laughter	-	-	-	-	-
Main Appearances	Ikebukuro Tunnel Asakusa, Asakusa Tunnel							



NEUTRAL
Femme

TARAKA From

LV 20 HP (Ally/Enemy) 186/180 MP (Ally/Enemy) 78/78 St 10 Ma 6 Vi 11 Ag 6 Lu 7 Fi 98 EXP 73

Type Phys Ma Wi Ey Lu Bi Cl We Gi Ta Conversation Type Lady/Female/— Drs Es Op Item Cora

Defenses
Void Nerve / Weak to Ice

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	150★	100	100	100	100	100	100	Void	100

Skills: Shibaboo (—) Taunt (—) Ana,ze (—) Rakuka a (21) Beseech (22) Kamikaze (23) Zonga (24) Heat Wave (25)

Skills (Enemy): Heat Wave Shibaboo Rakuka a — — — — —

Main Appearances: Ginza, Ikebukuro Mantra's Headquarters, 1st Kalpa 5th Kalpa

NEUTRAL
Femme

DATSUE-BA From

LV 7 HP (Ally/Enemy) 72/72 MP (Ally/Enemy) 45/45 St 4 Ma 8 Vi 5 Ag 4 Lu 6 Fi 36 EXP 15

Type Support Ma Wi Ey Lu Bi Cl We Gi Ta Conversation Type Lady/Female/Adult Drs Es Op Item Cora

Defenses
Void Nerve & Mind / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	100	100	100	100	100	Void	Void

Skills: Needle Rush (—) Shibaboo (—) Haggie (8) Bufu (9) Patra (10) Dorm na (11) — —

Skills (Enemy): Needle Rush Shibaboo Dorm na — — — — —

Main Appearances: Shibuya Ginza

DARK
Vile

MADA From

LV 83 HP (Ally/Enemy) 678/739 MP (Ally/Enemy) 312/315 St 30 Ma 21 Vi 30 Ag 14 Lu 16 Fi 872 EXP 884

Type Phys Ma Wi Ey Lu Bi Cl We Gi Ta Conversation Type Boss/—/Adult Drs Es Op Item Ruby

Defenses
Phys Drain / Void Death / Weak to Curse

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Drain	100	100	100	100	100	100	Void	150★	100	100

Skills: Debilitate (—) Hades Bast (—) Threaten (—) Intoxicate (84) Diarahan (85) Taruka'a (86) Life Surge (87) —

Skills (Enemy): Hades Bast Intoxicate Diarahan Debilitate — — — — —

Main Appearances: Tower of Kagutsuchi 5th Kalpa

DARK
Vile

SAMAE From

LV 73 HP (Ally/Enemy) 576/— MP (Ally/Enemy) 297/— St 19 Ma 26 Vi 23 Ag 19 Lu 16 Fi — EXP —

Type Death Ma Wi Ey Lu Bi Cl We Gi Ta Conversation Type Gentle/—/— Drs Es Op Item —

Defenses
Expel & Death Repel / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	100	100	Repel	Repel	100	100	100

Skills: Mahamaon (—) Mamudoon (—) Prom nence (—) Samrecarm (74) Tetrakarn (75) Avenge (76) Phys Repel (77) —


Skills (Enemy): — — — — — — — — — —

Main Appearances: —

DARK
Vile

TAO TIE

From
To



LV 65

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
516/567	258/258	18	21	21	15	18	570	596

Type	Ma	Wi	Ev	Lu	Bl	Cl	Wa	Gl	Ta	Conversation Type	Drop	Item
Al. Magic										Barst /		Ruby

Defenses
Void Death / Weak to Curse

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	100	Vo d	150★	100	100


Skills	Meg do (-)	Terra a (-)	Loan (-)	Life Drain (66)	He'l Gaze (67)	Mana A d (68)	Makajamon (69)	-
Skills (Enemy)	Meg do	Life Drain	He'l Gaze	Makajamon	Terra a	-	-	-

Main Appearances
Tower of Kagutsuchi, 2nd Kalpa, 4th Kalpa, 5th Kalpa

DARK
Vile

GIRIMEHKALA

From
To



LV 58

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
474/474	225/225	22	17	21	13	13	470	484

Type	Ma	Wi	Ev	Lu	Bl	Cl	Wa	Gl	Ta	Conversation Type	Drop	Item
Phys										Barst / - / Adult		Ruby

Defenses
Phys Repel / Vo'd Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Repel	100	100		100	100	100	Void	100	100	100

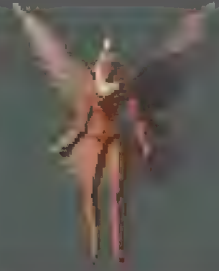
Skills	Bina'ng Cry (-)	Chaos Baad (-)	D'sma Tune (59)	Snack (60)	Debilitate (61)	Tempest (62)	-	-
Skills (Enemy)	Bina'ng Cry	Debilitate	-	-	-	-	-	-

Main Appearances
Obelisk, D'et Building, Tower of Kagutsuchi, 4th Kalpa, 5th Kalpa

DARK
Vile

PAZUZU

From
To



LV 45

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
390/432	192/192	16	19	20	10	8	310	

Type	Ma	Wi	Ev	Lu	Bl	Cl	Wa	Gl	Ta	Conversation Type	Drop	Item
Death										Great, Major, Adult		Ruby

Defenses
Vo'd Death / Weak to Ice

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	150★	100	100	100	100	Vo d	100	100	100


Skills	He'l Gaze (-)	Med'arama (-)	Int'm'ate (-)	Voia Force (46)	Arid Need'e (47)	Tentarafoo (48)	Wet Wv'na (49)	-
Skills (Enemy)	Arid Need'e	Wet W'na	He'l Gaze	Tentarafoo	Med'arama	-	-	-

Main Appearances
Obelisk, Amala Temple - Black, 3rd Kalpa

DARK
Vile

BAPHOMET

From
To



LV 33

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
300/320	150/150	8	17	17	9	10	192	173

Type	Ma	Wi	Ev	Lu	Bl	Cl	Wa	Gl	Ta	Conversation Type	Drop	Item
Al. Magic										Great / - / -		Turquoise

Defenses
Death Repel / Weak to Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	150★	Repel	100	100	100

Skills	Makakara (-)	Beckon Cal (-)	Dark Pedge (-)	Evi Gaze (34)	Marag'on (35)	Eternal Rest (36)	Disma Tune (37)	-
Skills (Enemy)	Marag'on	Evi Gaze	Makakara	-	-	-	-	-

Main Appearances
Obelisk, 3rd Kalpa

DARK Vile **ARAHABAKI** From Brute Momunaja [LV. 30] To —

LV 30 HP (Ally/Enemy) 294/294 MP (Ally/Enemy) 120/120 St 14 Ma 10 Vi 19 Ag 6 Lu 9 Fi 168 EXP 146

Type Phys Phys

Conversation Type Crest/ / /

Item Dis-Mute

Defenses
Ice Repel / Vo'd Phys & Expel & Death / Weak to All Others

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Vo'd	150★	Repe	★	150★	100	Vo'd	Vo'd	150★	★	150★

Skills Mabufu (31) Stone Gaze (32) Mudo (33) Panic Voice (34) Drain Attack (35) — — —

Skills (Enemy) Mabufu Stone Gaze Dragon Eye Beast Eye — — —

Main Appearances Obelisk, 1st Kalpa, 3rd Kalpa

DARK Tyrant **BEELZEBUB - Fly** From Tyrant Beelzebub - Human [LV86] To —

LV 95 HP (Ally/Enemy) 738/- MP (Ally/Enemy) 372/- St 35 Ma 29 Vi 28 Ag 29 Lu 21 Fi — EXP —

Type Support Support

Conversation Type - / - / -

Item —

Defenses
Expel & Death Repel / Void Ailment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	50▲	50▲	50	100	Repel	Repel	Void	Void	Void

Skills Mazodyne (-) Megadoon (-) Death Flies (96) Victor Cry (97) — — —

Skills (Enemy) — — — — — — —

Main Appearances —

DARK Tyrant **MOT** From — To —

LV 91 HP (Ally/Enemy) 732/759 MP (Ally/Enemy) 369/369 St 25 Ma 32 Vi 31 Ag 16 Lu 19 Fi 1028 EXP 1012

Type Support Support

Conversation Type Great / - / -

Item Ametryst

Defenses
Vo'd Expel & Death & Ailment Attacks / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	100	100	Vo'd	Void	Void	Void	Void

Skills Maragayne (-) Mazandyne (-) Makakaja (-) Beckon Call (92) Intimate (93) Force Drain (94) Megadoon (95) —

Skills (Enemy) Maragayne Mazandyne Megadoon Makakaja — — —

Main Appearances Tower of Kagutsuchi 4th Kalpa, 5th Kalpa

DARK Tyrant **BEELZEBUB Human** From — To Tyrant Beelzebub - Fly [LV86]

LV 84 HP (Ally/Enemy) 666/- MP (Ally/Enemy) 333/- St 32 Ma 27 Vi 27 Ag 19 Lu 19 Fi — EXP —

Type Support Support

Conversation Type - / - / -

Item —

Defenses
Expel & Death Repel / Void Ailment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	50▲	50▲	50	100	Repel	Repel	Void	Void	Void

Skills Mazodyne (-) Megadoon (-) Watchful (85) Elec Boost (86) — — —

Skills (Enemy) — — — — — — —

Main Appearances —

DARK
Tyrant

ACIEL

From

LV 77	HP (Ally/Enemy) 624/873	MP (Ally/Enemy) 306/306	St 29	Ma 25	Vi 27	Ag 14	Lu 16	Fi 764	EXP 788	
Type A. Magic										
Conversation Type Center /										
Item Aquamarine										
Defenses Death Repel / Void Expel / Strong to All Magic										
Phys	Fire	Ice	Elec	Force	Alimty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	Void	Repel	100	100	100
Skills	Life Surge (78)	Tetrakarn (79)	Hel Fang (80)	Victor, Cry (81)						
Skills (Enemy)	Mabufud,ne	Tetrakarn	Dragon Eye	Beast Eye						
Main Appearances	Tower of Kagutsuchi, 5th Kalpa									

DARK
Tyrant

SURT

From

LV 74	HP (Ally/Enemy) 588/999	MP (Ally/Enemy) 282/282	St 28	Ma 20	Vi 24	Ag 15	Lu 19	Fi 713	EXP 740	
Type Fire										
Conversation Type Creat, Male/Adult										
Item Amethyst										
Defenses Fire Drain / Void Death & Nerve & Mind / Weak to Ice										
Phys	Fire	Ice	Elec	Force	Alimty	Expel	Death	Curse	Nerve	Mind
100	Drain	150★	100	100	100	50	Void	50	Void	Void
Skills	Hellfire (-)	War Cry (-)	Heat Wave (-)	Elec Drain (75)	Attack All (76)	Woo'ing (77)	Ragnarok (78)			
Skills (Enemy)	Hellfire	Ragnarok	War Cry							
Main Appearances	Tower of Kagutsuchi, 5th Kalpa									

DARK
Tyrant

ABADDON

From

LV 69	HP (Ally/Enemy) 564/817	MP (Ally/Enemy) 279/279	St 26	Ma 24	Vi 25	Ag 13	Lu 14	Fi 632	EXP 660	
Type A. Magic										
Conversation Type Creat, -, -										
Item Aquamarine										
Defenses Death Repel / Void Expel / Strong to Ailment Attacks										
Phys	Fire	Ice	Elec	Force	Alimty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	Void	Repel	100	100	100
Skills	Attack All (-)	Panic Voice (-)	Mabufud,ne (70)	Intimidate (71)	Retaliate (72)	Ice Repel (73)	Hades Blast (74)			
Skills (Enemy)	Hades Blast	Mabufud,ne	Panic Voice	Retaliate						
Main Appearances	Tower of Kagutsuchi, 2nd Kalpa, 4th Kalpa, 5th Kalpa									

DARK
Tyrant

LOKI

From

LV 52	HP (Ally/Enemy) 432/432	MP (Ally/Enemy) 216/216	St 16	Ma 20	Vi 20	Ag 12	Lu 16	Fi 392	EXP 396	
Type Support										
Conversation Type Body/Male/Youth										
Item Amethyst										
Defenses Strong to Phys & All Magic & Ailment Attacks										
Phys	Fire	Ice	Elec	Force	Alimty	Expel	Death	Curse	Nerve	Mind
50	50	50	50	50	100	100	100	50	50	50
Skills	Mabufud,ne (-)	Maka'amon (-)	Miscrief (53)	Charisma (54)	Trafuri (55)	Mudoon (56)	Mana Cannon (57)			
Skills (Enemy)	Mabufud,ne	Maka'amon	Dragon Eye	Beast Eye						
Main Appearances	Amala Temple - Black, Yurakucho Tunnel, 3rd Kalpa, 4th Kalpa, 5th Kalpa									

NEUTRAL Night **LILITH** From To End Con Tri X

LV 80 **HP (Ally/Enemy)** 606/720 **MP (Ally/Enemy)** 330/330 **St** 17 **Ma** 30 **Vi** 21 **Ag** 17 **Lu** 15 **Ft** 818 **EXP** 836

Type A. Mag'c **Conversation Type** Witch, Female, Adult **Item** Wagtail Pume

Defenses
Void Expel & Death / Strong to All Mag'c

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	Vo'd	Vo'd	100	100	100

Skills (Normal) Allure (-) He Gaze (-) Mazoayne (-) Mana Drain (81) He Fang (82) Mana Surge (83) Megido'a (84) -

Skills (Enemy) Allure (81) Mazoayne (82) Life Drain (83) He Fang (84) Mana Surge (85) Megido'a (86) - -

Skills (Enemy) Mazoayne Megido'a Mana Drain He Gaze Allure - - -

Main Appearances Tower of Kagutsuchi 5th Kalpa

NEUTRAL Night **NYX** From To End Con Tri X

LV 70 **HP (Ally/Enemy)** 522/561 **MP (Ally/Enemy)** 291/291 **St** 15 **Ma** 27 **Vi** 17 **Ag** 16 **Lu** 15 **Ft** 648 **EXP** 676

Type A. Mag'c **Conversation Type** Witch, Female, Adult **Item** Chakra Droo

Defenses
Strong to All Mag'c

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	100	100	100	100	100

Skills Dormina (-) Makarakarn (-) Eterna Rest (-) Devilrate (71) Mana Drain (72) Gacia Bast (73) Fire Drain (74) -

Skills (Enemy) Gacia Bast Mana Drain Dormina Eterna Rest Devilrate Makarakarn - -

Main Appearances Tower of Kagutsuchi, 2nd Kalpa 4th Kalpa, 5th Kalpa

NEUTRAL Night **BLACK FROST** From To End Con Tri X

LV 66 **HP (Ally/Enemy)** 474/- **MP (Ally/Enemy)** 270/- **St** 24 **Ma** 24 **Vi** 13 **Ag** 16 **Lu** 24 **Ft** - **EXP** -

Type Ice **Conversation Type** H-Hay - / Child **Item** -

Defenses
Fire & Death Repel / Ice Drain / Void Expel / Strong to Phys

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
10	Repel	Drain	100	100	100	Vo'd	Repel	100	100	100

Skills Masofud/ne (-) Mamudoon (-) Berserk (-) Darama (67) Void Curse (68) Void Nerve (69) Vo'd M'na (70) -

Skills (Enemy) - - - - - - - - - -

Main Appearances -

NEUTRAL Night **QUEEN MAB** From To End Con Tri X

LV 56 **HP (Ally/Enemy)** 408/571 **MP (Ally/Enemy)** 231/231 **St** 12 **Ma** 21 **Vi** 12 **Ag** 12 **Lu** 19 **Ft** 443 **EXP** 454

Type Support **Conversation Type** Witch, Female, Adult **Item** Dis-Mute

Defenses
Strong to All Mag'c

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	50	50	50	50	100	100	100	100		100

Skills (Normal) Meaarama (-) Zioayne (-) Tarukaa (-) Daranan (57) Makarakarn (58) Dormina (59) Tetra'a (60) Mazoayne (61)

Skills (Enemy) Meaarama (57) Makarakarn (58) Dormina (59) Tetra'a (60) Mazoayne (61) - - -

Skills (Enemy) Mazoayne Dormina Meaarama Daranan Tarukaa Tetra'a Makarakarn Dragon Eye

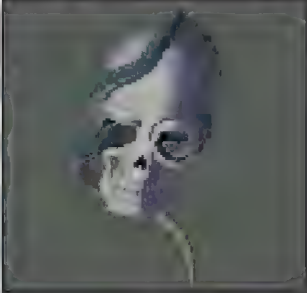
Main Appearances Area G, Obelisk, Diet Building Tower of Kagutsuchi, 3rd Kalpa 5th Kalpa

NEUTRAL
Night

LOA

From
To

End Con XXX



LV 53

HP (Ally/Enemy) 414/414

MP (Ally/Enemy) 225/225

St 16

Ma 22

Vi 16

Ag 12

Lu 7

Fi 404

EXP 410

Type

Def'n

Conversation Type

Item

Defenses

Phys Fire Ice Elec Force Almtly Expel Death Curse Nerve Mind

100 100 100 100 100 100 150★ Vo a Vo d Vo d 100

Skills

Mamudo (-) Terra (-) Dekunda (-) Venom Bite (54) Stone Gaze (55) Last Resort (56) Mamudoon (57) Decitate (58)

Skills Summary

Venom Bite Mamudo Mamudoon Stone Gaze Decitate Terra Last Resort -

Main Appearances


Yurakcho Tunnel Diet Building 3rd Kalpa 4th Kalpa

NEUTRAL
Night

KAIWAN

From
To

End Con XXX



LV 47

HP (Ally/Enemy) 372/372

MP (Ally/Enemy) 198/198

St 14

Ma 19

Vi 15

Ag 11

Lu 8

Fi 332

EXP 328

Type

Def'n

Conversation Type

Item

Defenses

Phys Fire Ice Elec Force Almtly Expel Death Curse Nerve Mind

100 50 50 50 50 100 150★ Vo a 100 100 100

Skills

Mudoon (-) Charm Bite (-) Sonic Wave (-) Sukuka'a (48) Trade (49) Rakuka'a (50) Evil Gaze (51) Void Expe (52)

Skills Summary

Rakuka'a Sukuka'a Charm Bite Sonic Wave Evil Gaze Gaining Mudoon -

Main Appearances


Yurakcho Tunnel Diet Building 3rd Kalpa

NEUTRAL
Night

SUCCUBUS

From
To

End Con XXX



LV 37

HP (Ally/Enemy) 288/296

MP (Ally/Enemy) 159/159

St 10

Ma 16

Vi 11

Ag 10

Lu 10

Fi 228

EXP 212

Type

Def'n

Conversation Type

Item

Defenses

Phys Fire Ice Elec Force Almtly Expel Death Curse Nerve Mind

100 100 100 100 100 100 150★ 100 100 100 Vo d

Skills

Dormna (-) Analyze (-) Nag (-) Eternal Rest (38) Sexy Gaze (39) Life Drain (40) Tentarafoo (41) -

Skills Summary

Dormna Eternal Rest Sexy Gaze - - - - -

Main Appearances

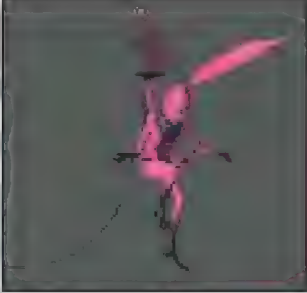
Assembly of Nihilo, Obelisk, 3rd Kalpa, 5th Kalpa

NEUTRAL
Night

INCUBUS

From
To

End Con XXX



LV 25

HP (Ally/Enemy) 198/198

MP (Ally/Enemy) 117/117

St 7

Ma 14

Vi 8

Ag 9

Lu 7

Fi 130

EXP 106

Type

Def'n

Conversation Type

Item

Defenses

Phys Fire Ice Elec Force Almtly Expel Death Curse Nerve Mind

100 100 100 100 150★ 100 100 100 Vo d 100 Vo d

Skills

Flatter (-) Sexy Gaze (-) Wing Buffet (-) Stun Claw (26) Wooing (27) Evil Gaze (28) Life Drain (29) -

Skills Summary

Life Drain Evil Gaze Sexy Gaze - - - - -

Main Appearances

Assembly of Nihilo, Obelisk, 1st Kalpa

DARK Night FOMOR From To

LV 18 HP (Ally/Enemy) 192/200 MP (Ally/Enemy) 75/75 St 8 Ma 7 Vi 4 Ag 4 Lu 5 Fi 86 EXP 60

Type Ice Ma Wi Ey Lu Bi Cl We Gi To Conversation Type Bers/-/- Item Medicine

Defenses
Void Ice / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
80	100	Void	150★	100	100	100	100	100	100	100

Skills Bufu (-) Lullaby (-) Lunge (19) Life Bonus (20) Kianap (21) Mabufu (22) Berserk (23) -

Skills (Enemy) Lunge Berserk Mabufu Lullaby - - - -

Main Appearances Area B, Great Underpass of G'nza, Assembly of Nih'lo 3rd Kalpa, 5th Kalpa

DARK Night LILIM From To Night Llm (V12)

LV 8 HP (Ally/Enemy) 78/78 MP (Ally/Enemy) 48/48 St 4 Ma 8 Vi 5 Ag 7 Lu 4 Fi 40 EXP 18

Type Lec Ma Wi Ey Lu Bi Cl We Gi To Conversation Type W'icn/Female/Youth Item Turquoise

Defenses
Void Elec / Weak to Ice

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	150★	Void	100	100	100	100	100	100	100

Skills Rakunda (-) Sexy Gaze (-) Analyze (9) Dark Peage (10) Tarunda (11) Maz'o (12) - -

Skills (Enemy) Maz'o Sexy Gaze Tarunda Rakunda - - - -

Main Appearances G'nza 1st Kalpa 5th Kalpa

DARK Wilder HRESVELGR From To

LV 75 HP (Ally/Enemy) 564/600 MP (Ally/Enemy) 285/285 St 20 Ma 20 Vi 19 Ag 25 Lu 11 Fi 730 EXP 756

Type Ice Ma Wi Ey Lu Bi Cl We Gi To Conversation Type W'icn/-/- Item Wagtail Pome

Defenses
Ice Repel / Void Death / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	Repel	100	100	100	100	Void	100	100	100

Skills Mabufudyne (-) Ice Boost (-) Wing Buffer (-) Anti-Phys (76) Iron Claw (77) Life Refl (78) Elec Repe (79) -

Skills (Enemy) Iron Claw Anti-Phys Mabufudyne Wing Buffer - - - -

Main Appearances Area G, Tower of Kagutsuchi 2nd Kalpa 5th Kalpa

DARK Wilder MOTHMAN From To

LV 43 HP (Ally/Enemy) 366/416 MP (Ally/Enemy) 183/183 St 11 Ma 18 Vi 18 Ag 8 Lu 8 Fi 288 EXP 279

Type Force Ma Wi Ey Lu Bi Cl We Gi To Conversation Type W'icn/-/- Item Opri

Defenses
Void Fire & Death / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Void	100	150★	100	100	100	Void	100	100	100

Skills Evil Gaze (-) Sun Claw (-) Trafuri (44) Panic Voice (45) Fire Breath (46) Void Elec (47) - -

Skills (Enemy) Evil Gaze Panic Voice - - - -

Main Appearances Ikebukuro Tunnel, 2nd Kalpa

DARK **NUE** From To


LV 31 **HP (Ally/Enemy)** 258/258 **MP (Ally/Enemy)** 120/120 **St** 14 **Ma** 9 **Vi** 12 **Ag** 8 **Lu** 8 **F** 176 **EXP** 155

Type Ice **Conversation Type** Wild/—/— **Item** Corpse

Defenses
Void Ice & Death / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	Void	100	100	100	100	Void	100	100	100

Skills
 Stun Claw (—) War Cry (—) Ice Breath (32) Panic Voice (33) Ice Boost (34) Mamuao (35) — —
 Stun Claw Ice Breath Mamuao War Cry Dark Howl — — —
Main Appearances Ikebukuro Tunnel Asakusa, Asakusa Tunnel 1st Kalpa, 2nd Kalpa 5th Kalpa



DARK Wilder **RAIJU** From To


LV 25 **HP (Ally/Enemy)** 204/204 **MP (Ally/Enemy)** 120/120 **St** 8 **Ma** 15 **Vi** 9 **Ag** 8 **Lu** 5 **F** 130 **EXP** 106

Type Elec **Conversation Type** Wild/—/— **Item** Medicine

Defenses
Elec Drain / Void Death / Weak to Force

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	Drain	150★	100	100	Void	100	100	100

Skills
 Zonga (—) Lightning (—) Feral Claw (26) Shock (27) Needle Rush (28) Elec Boost (29) — —
 Feral Claw Needle Rush Shock — — — — —
Main Appearances Kabukicho Prison 1st Kalpa, 2nd Kalpa



DARK Wilder **BICORN** From To

LV 15 **HP (Ally/Enemy)** 150/150 **MP (Ally/Enemy)** 63/60 **St** 10 **Ma** 6 **Vi** 10 **Ag** 5 **Lu** 4 **F** 70 **EXP** 54

Type Ice **Conversation Type** Wild, —, — **Item** Oryx

Defenses
Void Death / Strong to Ailment Attacks / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	100	100	100	Void	50	50	50

Skills
 Sukukapa (—) Charm Bite (—) Maragi (16) Bright Mgmt (17) Ant-Nerve (18) Puinpa (19) Stun Gaze (20) —
 Charm Bite Stun Gaze Puinpa — — — — —
Main Appearances Ginza, Ikebukuro, Tower of Kagutsuchi, 2nd Kalpa, 5th Kalpa



DARK Wilder **ZHEN** From To

LV 6 **HP (Ally/Enemy)** — **MP (Ally/Enemy)** 36/50 **St** 4 **Ma** 6 **Vi** 6 **Ag** 5 **Lu** 4 **F** 33 **EXP** 12

Type Force **Conversation Type** Wild/—/— **Item** Oryx

Defenses
Void Death / Strong to Ailment Attacks / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	100	100	100	100	100	Void	50	50	50

Skills
 Mute Gaze (—) Posumudi (—) Zan (—) Toxic Sting (7) War Cry (8) Wing Buffet (9) Mazan (10) Void Nerve (11)
 Toxic Sting Wing Buffet War Cry — — — — —
Main Appearances Area A Area B Area C, 2nd Kalpa



DARK Haunt **RAKSHASA** From - Ent Con XXX

lv 63 HP (Ally/Enemy) 474/474 MP (Ally/Enemy) 249/249 St 22 Ma 20 Vi 16 Ag 11 Lu 4 F 540 EXP 564

Type Death **Mo** X **Wi** X **Ey** X **Lu** X **Bi** X **Cl** X **We** X **Gi** X **Ta** X **Conversation Type** Thing / - / - **Dr** X **Re** X **Op** X **Item** Chakra Drop

Defenses
Death Repel / Weak to Elec & Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	★	100	100	★	Repel	100	100	100

Skills Stun Claw (—) Sacrifice (—) Life Drain (64) Rakunda (65) Retaliate (66) Megrao (67) Berserk (68) —

Skills (Enemy) Stun Claw Berserk Life Drain — — — — —

Main Appearances Yurakucho Tunnel Tower of Kagutsuchi 4th Kalpa

DARK Haunt **LEGION** Ent Con XXX

lv 49 HP (Ally/Enemy) 420/546 MP (Ally/Enemy) 180/180 St 14 Ma 11 Vi 21 Ag 9 Lu 9 F 356 EXP 354

Type Death **Mo** X **Wi** X **Ey** X **Lu** X **Bi** X **Cl** X **We** X **Gi** X **Ta** X **Conversation Type** Thing / - / - **Dr** X **Re** X **Op** X **Item** Onyx

Defenses
Death Repel / Weak to Elec & Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	150★	100	100	★	Repel	100	100	100

Skills Terrakorn (—) Deathlouch (—) Anti-Phys (50) Tempest (51) Hell Gaze (52) Pulnra (53) Mamudoon (54) —

Skills (Enemy) Deathlouch Anti-Phys Mamudoon Hell Gaze Terrakorn — — —

Main Appearances Amala Network 2, Amala Temple - Outside Black, White, Red, 4th Kalpa, Tower of Kagutsuchi

DARK Haunt **PISACA** From - Ent Con XXX

lv 28 HP (Ally/Enemy) 270/270 MP (Ally/Enemy) 114/114 St 8 Ma 10 Vi 17 Ag 7 Lu 6 F 152 EXP 129

Type Support **Mo** X **Wi** X **Ey** X **Lu** X **Bi** X **Cl** X **We** X **Gi** X **Ta** X **Conversation Type** Thing / - / - **Dr** X **Re** X **Op** X **Item** Onyx Disposition

Defenses
Void Death & Curse & Mind / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	100	100	100	100	100	Void	Void	100	Void

Skills Venom Bite (—) Sukunda (—) Stun Gaze (29) Life Drain (30) Sonic Wave (31) Dekunda (32) Mazonga (33) —

Skills (Enemy) Venom Bite Stun Gaze Sonic Wave Life Drain Gathering — — —

Main Appearances Kabukicho Prison, Asakusa, 1st Kalpa 3rd Kalpa, 4th Kalpa

DARK Haunt **CHATTERSKULL** Ent Con XXX

lv 20 HP (Ally/Enemy) 156/156 MP (Ally/Enemy) 96/96 St 7 Ma 12 Vi 6 Ag 7 Lu 8 F 98 EXP 73

Type Support **Mo** X **Wi** X **Ey** X **Lu** X **Bi** X **Cl** X **We** X **Gi** X **Ta** X **Conversation Type** Thing / - / - **Dr** X **Re** X **Op** X **Item** Muscle Drink

Defenses
Fire Drain / Void Death / Weak to Expel & Curse

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Drain	100	100	100	100	150★	Void	150★	100	100


Skills Sukunda (—) Stun Gaze (—) Dekunda (21) Dormina (22) Last Resort (23) Hell Thrust (24) — —

Skills (Enemy) Hell Thrust Stun Gaze Sukunda Last Resort — — — —

Main Appearances Ginza Harumi Warehouse Great Underpass of Ginza 1st Kalpa

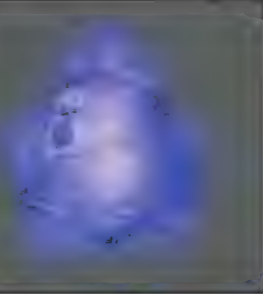
DARK Hound **YAKA** From To Enc Con XX

LV 17	HP (Ally/Enemy) 150/150	MP (Ally/Enemy) 81/81	St 8	Ma 11	Vi 8	Ag 5	Lu 6	F 80	EXP 55							
Type Death	Wi	Ev	Lu	St	Ma	Vi	Ag	Lu								
	✗	✗	✗	✗	✗	✗	✗	✗								
Conversation Type Trng/—/—	Dr	Se	Op	Item Dis-Po-son												
	✗	✗	✗													
Defenses Vo'd Death / Weak to Ice & Expel																
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind						
100	100	150★	100	100	100	150★	Void	100	100	100						
Skills	Deathtouch (—)		Tarunaa (—)		Maz o (18)		Taunt (19)		Dia (20)		Venom Claw (21)		Diarama (22)		—	
Skills (Enemy)	Venom Claw		Maz o		Deathtouch		Dia		Darama		Tarunaa		—		—	
Main Appearances	Ginza Harumi Warehouse Ikebukuro Mantra's Headquarters, Kabukicho Prison 1st Kalpa 5th Kalpa															




DARK **CHORONZON** From To Enc Con XX

LV 11	HP (Ally/Enemy) 156/156	MP (Ally/Enemy) 45/45	St 9	Ma 4	Vi 5	Ag 5	Lu 2	F 52	EXP 28							
Type Phys	Wi	Ev	Lu	St	Ma	Vi	Ag	Lu								
	✗	✗	✗	✗	✗	✗	✗	✗								
Conversation Type Thng/—/—	Dr	Se	Op	Item Medicine												
	✗	✗	✗													
Defenses Fire Drain / Vo'd Death / Strong to Phys / Weak to Force & Expel																
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind						
50	Drain	100	100	★	100	150★	Void	100	100	100						
Skills	Agi (—)		Sukunaa (—)		Fire Breath (12)		Berserk (13)		Trafuri (14)		Stone Gaze (15)		—		—	
Skills (Enemy)	Berserk		Stone Gaze		—		—		—		—		—		—	
Main Appearances	Amala Network I, Ginza, Harumi Warehouse Amala Temple - Outside, White Black, Red 4th Kalpa															



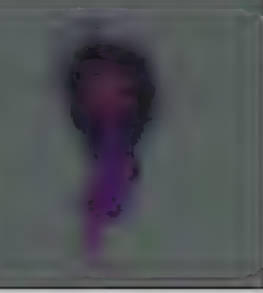
DARK Hound **PRETA** From To Enc Con XX

LV 4	HP (Ally/Enemy) 54/30	MP (Ally/Enemy) 24/24	St 5	Ma 4	Vi 5	Ag 6	Lu 4	F 27	EXP 9							
Type Death	Wi	Ev	Lu	St	Ma	Vi	Ag	Lu								
	✗	✗	✗	✗	✗	✗	✗	✗								
Conversation Type Trng/—/—	Dr	Se	Op	Item Medicine												
	✗	✗	✗													
Defenses Vo'd Death / Weak to All Magic																
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind						
100	150★	150★	150★	150★	100	150★	Vo'd	100	100	100						
Skills	Fera Claw (—)		Sukukaja (—)		Agi (5)		Deathtouch (6)		Venom Claw (7)		Fog Breath (8)		—		—	
Skills (Enemy)	Fera Claw		—		—		—		—		—		—		—	
Main Appearances	Shinjuku Medical Center, Shibuya, Ginza Harumi Warehouse Kabukicho Prison 3rd Kalpa, 4th Kalpa															



DARK Foul **SHADOW** From To Enc Con XX

LV 52	HP (Ally/Enemy) 420/420	MP (Ally/Enemy) 216/216	St 10	Ma 21	Vi 18	Ag 16	Lu 8	F 392	EXP 396							
Type Support	Wi	Ev	Lu	St	Ma	Vi	Ag	Lu								
	✗	✗	✗	✗	✗	✗	✗	✗								
Conversation Type Thng/—/—	Dr	Se	Op	Item Chakra Drop												
	✗	✗	✗													
Defenses Vo'd Death / Strong to Phys / Weak to Force & Expel																
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind						
50	100	100	100	150★	100	150★	Void	100	100	100						
Skills	Anti-Phys (—)		Muaoon (—)		Mazionga (53)		Mana Drain (54)		Makakaja (55)		Tarukaja (56)		Rakukaja (57)		Sukukaja (58)	
Skills (Enemy)	Mazionga		Mana Drain		Muaoon		Sukukaja		Tarukaja		Makakaja		Rakukaja		—	
Main Appearances	Area G Tower of Kagutsuchi															



DARK FOUL **SAKAHAGI** **XXX FUS**

lv 45

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
360/-	186/-	17	17	15	15	11	-	-

Type: Phys

Conversation Type: -/-/-

Defenses: Vo'd Expel & Death & A'lment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	Vo'd	Vo'd	Vo'd	Vo'd	Vo'd

Skills: Marag'on (-), Mabufula (-), Mazionga (-), Mazanma (-), Pan'ic Vo'ce (-), War Cr, (-), Vo'a Force (46), Void Elec (47)

Skills (Enemy): -

Main Appearances: -

DARK FOUL **PHANTOM** **From - Ent Con XXX To**

lv 42

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
336/336	177/177	9	17	14	15	7	2/8	26/

Type: Support

Conversation Type: Thing/-/-

Defenses: Vo'd Death / Strong to Phys / Weak to Force & Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	100	100	100	150★	100	150★	Vo'd	100	100	100

Skills: Mana Drain (-), Last Resort (-), Mazionga (43), Kam'kaze (44), Tarunda (45), Dekaja (46), Z'adyne (47), -

Skills (Enemy): Z'adyne, Mazionga, Mana Drain, Dekaja, Tarunda, Kam'kaze, Last Resort, -

Main Appearances: Obelisk, Amala Network 2, Amala Temple - Outside, White, Black Red, 2nd Kalpa

DARK FOUL **BLACK OOZE** **From - Ent Con XXX To**

lv 28

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
264/264	111/111	11	9	16	6	6	152	129

Type: Support

Conversation Type: Thing/-/-

Defenses: Vo'd Death / Strong to Phys / Weak to Elec & Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	150	150	150★	150	100	150★	Vo'd	100	100	100

Skills: Mute Gaze (-), Charm Bite (-), Sacrifice (29), Deathtouch (30), Mana Drain (31), Pan'ic Vo'ce (32), Anti-Expel (33), -

Skills (Enemy): Deathtouch, Mute Gaze, Pan'ic Voice, Gathering, -

Main Appearances: Ikebukuro Tunnel, Asakusa, Asakusa Tunnel 2nd Kalpa

DARK FOUL **BLOB** **From - Ent Con XXX To**

lv 16

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
156/156	66/66	8	6	10	5	7	75	50

Type: Force

Conversation Type: Thing/-/-

Defenses: Vo'd Death / Strong to Phys / Weak to Ice & Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	150	150★	150	150	100	150★	Vo'd	100	100	100

Skills: Tarunda (-), Last Resort (-), Toxic Sting (17), Marin Karin (18), Mana Drain (19), Zanma (20), -

Skills (Enemy): Toxic Sting, Zanma, -

Main Appearances: Great Underpass of Ginza, Ikebukuro Tunnel, 2nd Kalpa

DARK
Foul

MOU-RYO







LV 7	HP (Ally/Enemy) 66/66	MP (Ally/Enemy) 42/42	St 6	Ma 7	Vi 4	Ag 5	Lu	Fr 36	EXP 15	
Type Force			Conversation Type Trng/				Item Medicine			
Defenses Void Death / Weak to Expel										
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	150★	Vo d	100	100	100
Skills	Pu'npa (—)	Toxic Sting (—)	Zan (8)	Deathtouch (9)	Mana Aia (10)	Mazan (11)	—	—		
Skills (Enemy)	Toxic Sting	Zan	Mazan	Deathtouch	Pu'npa	—	—	—		
Main Appearances	Shibuya Amala Network 1 Amala Network 2 Amala Temple - Outside White Black Red 2nd Kalpa									

DARK
Foul

SLIME







LV 6	HP (Ally/Enemy) 54/54	MP (Ally/Enemy) 33/33	St 6	Ma 5	Vi 3	Ag 5	Lu /	Fr 33	EXP 13	
Type Support			Conversation Type Trng/ — / —				Item Medicine			
Defenses Void Death / Strong to Phys / Weak to Fire & Expel										
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	250★	200	200	200	100	150★	Vo a	100	100	100
Skills	Deathtouch (—)	Feral Bite (—)	Sukunaa (7)	Last Resort (8)	War Cry (9)	Sonic Wave (10)	—	—		
Skills (Enemy)	Sonic Wave	Gathering	Last Resort	—	—	—	—	—		
Main Appearances	Shibuya, Great Underpass of Ginza Ikebukuro Tunnel 2nd Kalpa									

DARK
Foul

WILL O' WISP





LV 1	HP (Ally/Enemy) 30/10	MP (Ally/Enemy) 18/18	St 4	Ma 5	Vi 4	Ag 5	Lu 3	Fr 20	EXP 5	
Type Death			Conversation Type Trng/ — / —				Item Medicine			
Defenses Vo d Death / Strong to Phys / Weak to All Magic & Death										
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	150★	150★	150★	150★	100	150★	Vo a	100	100	100
Skills	Needle Rush (—)	Zan (2)	Riderama (3)	Deathtouch (4)	Last Resort (5)	Makakaja (6)	—	—		
Skills (Enemy)	Deathtouch	Makakaja	—	—	—	—	—	—		
Main Appearances	Area A Shinjuku Medical Center, Shibuya, Amala Network 1, 2nd Kalpa									

LIGHT
Seraph

METATRON





LV 95	HP (Ally/Enemy) 744/—	MP (Ally/Enemy) 387/—	St 32	Ma 34	Vi 29	Ag 24	Lu 16	Fr —	EXP —	
Type Expe			Conversation Type Unique 2/2/2				Item —			
Defenses Vo d Expel & Death & Ailment Attacks										
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	50	100▲	50▲	50	100	Vo a	Vo d	Vo d	Vo d	Vo d
Skills	Manamaon (—)	Megalaalon (—)	Taruka'a (—)	Makaka'a (—)	Debitate (—)	Holy Wrath (96)	Fire of Sinai (97)	Victory Cry (98)		
Skills (Enemy)	—	—	—	—	—	—	—	—		
Main Appearances	—									

LIGHT
Seraph**MICHAEL**

From

XXX FUS

LV 90

HP (Ally/Enemy) 6/8/- MP (Ally/Enemy) 360/-

St 29 Ma 17 Vi 15 Ag 15 Lu 18

Ft EXP -

Type
A Magic

Mo Wi Ey Lu Bl Cl We Gi Ta

Conversation Type
Crest/Mate/Adult

Dm Se Op

Item -

Defenses

Expel Repel / Void All Magic

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Vo d	Vo d	Vo d	Vo d	100	Repel	100	100	100	100

Skills	Deambound (-)	Enaure (-)	Victor, Cry (91)	Tarukaja (92)	Mana Surge (93)	Meg dolaon (94)	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

LIGHT
Seraph**GABRIEL**

From

XXX FUS

LV 87

HP (Ally/Enemy) 654/- MP (Ally/Enemy) 351/-

St 24 Ma 30 Vi 22 Ag 24 Lu 22

Ft EXP -

Type
Elec

Mo Wi Ey Lu Bl Cl We Gi Ta

Conversation Type
Lad/Female/Adult

Dm Se Op

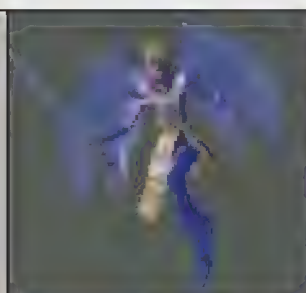
Item -

Defenses

Expel Repel / Void Fire & Elec & Force

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Vo d	100	Vo d	Vo d	100	Repel	100	100	100	100

Skills	Samrecarm (-)	Zioa/ne (-)	Maz oa/ne (-)	B ight (88)	Persuade (89)	Elec Boost (90)	Raaiance (91)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

LIGHT
Seraph**RAPHAEL**

From

XXX FUS

LV 84

HP (Ally/Enemy) 636/- MP (Ally/Enemy) 330/-

St 26 Ma 26 Vi 22 Ag 26 Lu 17

Ft EXP -

Type
Heal

Mo Wi Ey Lu Bl Cl We Gi Ta

Conversation Type
Cente, Male/Adult

Dm Se Op

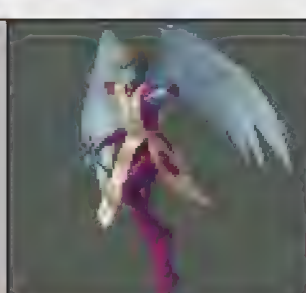
Item -

Defenses

Expel Repel / Void Fire & Force

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Vo d	100	100	Vo d	100	Repel	100	100	100	100

Skills	Makarakarn (-)	Tetrakarn (-)	Mana Ref l (-)	Prayer (85)	Mahamaon (86)	Stas s Blade (87)	Holy Wratn (88)	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

LIGHT
Seraph**URIEL**

From D vine Throne [LV68]

XXX FUS

LV 73

HP (Ally/Enemy) 558/- MP (Ally/Enemy) 291/-

St 25 Ma 24 Vi 20 Ag 21 Lu 18

Ft EXP -

Type
Fire

Mo Wi Ey Lu Bl Cl We Gi Ta

Conversation Type
Cente, Male/Adult

Dm Se Op

Item -

Defenses


Expel Repel / Void Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Vo d	100	100	100	100	Repel	100	100	100	100

Skills	Heat Wave (74)	Drain Attack (75)	Megiaola (76)	Raaiance (77)	-	-	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							


LIGHT Wargod **GANESHA** From Yoma Purki (LV53)

LV 58	HP (Ally/Enemy) 4/4/-	MP (Ally/Enemy) 23/-	St 21	Ma 21	Vi 21	Ag 12	Lu 13	F -	EXP -		
Type Phys	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type Soldier / Acut	Item -
Defenses Void Ice & Force & Expel / Weak to Elec											
Phys	Fire	Ice	Elec	Force	Altmty	Expel	Death	Curse	Nerve	Mind	
100	100	Vo d	150★	Vo d	100	Vo d	100	100	100	100	
Skills	Enaure (59)		Force Drain (60)		Debi late (61)		Tempest (62)		-	-	
Skills (Enemy)	-		-		-		-		-	-	
Main Appearances	-										




LIGHT Wargod **VALKYRIE** From Yoma Dis (LV2)

LV 33	HP (Ally/Enemy) 282/-	MP (Ally/Enemy) 135/-	St 15	Ma 12	Vi 14	Ag 12	Lu 10	F -	EXP -		
Type Phys	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type Strong / Fama by Youn	Item -
Defenses Fire Drain / Void Expel											
Phys	Fire	Ice	Elec	Force	Altmty	Expel	Death	Curse	Nerve	Mind	
100	Dra'n	100	100	100	100	Void	100	100	100	100	
Skills	Cut or ne (34)		Soul Recruit (35)		Counter (36)		Might (37)		-	-	
Skills (Enemy)	-		-		-		-		-	-	
Main Appearances	-										




LIGHT Genma **CU CHULAINN** From Fairy Setania (LV48)


LV 52	HP (Ally/Enemy) 414/-	MP (Ally/Enemy) 201/-	St 21	Ma 15	Vi 17	Ag 14	Lu 15	F -	EXP -		
Type Force	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type Gentle / Male / Youn	Item -
Defenses Force Repel / Void Expel											
Phys	Fire	Ice	Elec	Force	Altmty	Expel	Death	Curse	Nerve	Mind	
100	100	100	100	Repel	100	Void	100	100	100	100	
Skills	Zana yne (53)		Thunderclap (54)		Charisma (55)		B ight (56)		Attack A (57)		
Skills (Enemy)	-		-		-		-		-	-	
Main Appearances	-										



LIGHT Genma **HANUMAN** From Yoma Onkor (LV)

LV 46	HP (Ally/Enemy) 366/-	MP (Ally/Enemy) 1/4/-	St 17	Ma 12	Vi 15	Ag 9	Lu 13	F -	EXP -		
Type Phys	Mo	Wi	Ey	Lu	Bi	Cl	We	Gl	Ta	Conversation Type Bar /	Item -
Defenses Void Expel / Weak to Phys											
Phys	Fire	Ice	Elec	Force	Altmty	Expel	Death	Curse	Nerve	Mind	
50	100	100	100	100	100	Vo d	100	100	100	100	
Skills	Rak x'a (47)		Enaure (48)		Kianap (49)		Life Surge (50)		-	-	
Skills (Enemy)	-		-		-		-		-	-	
Main Appearances	-										



KURAMA From Genma 

LV 38 **HP (Ally/Enemy)** 306/- **MP (Ally/Enemy)** 165/- **St** 13 **Ma** 17 **Vi** 13 **Ag** 17 **Lu** 8 **Fi** - **EXP** -

Type Force **Conversation Type** Society/Mage/Adult **Item** -


Defenses
Force Drain / Void Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	Drain	100	Void	100	100	100	100

Skills Violet Flash (39) Force Boost (40) Fog Breath (41) Wind Cutter (42) Starlight (43) - - -

Skills (Enemy) - - - - - - - - -

Main Appearances -

LONG From Dragon 

LV 44 **HP (Ally/Enemy)** 396/- **MP (Ally/Enemy)** 171/- **St** 15 **Ma** 13 **Vi** 22 **Ag** 9 **Lu** 77 **Fi** - **EXP** -

Type Ice **Conversation Type** Beast / - **Item** -


Defenses
Drain Ice / Void Expel / Weak to Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	150★	Drain	100	100	100	Void	100	100	100	100

Skills Life Gain (45) Stone Bite (46) Ice Breath (47) Violet Flash (48) - - -

Skills (Enemy) - - - - - - - - -

Main Appearances -

GUI XIAN From Snake Nozuchi (LV18) 

LV 24 **HP (Ally/Enemy)** 240/- **MP (Ally/Enemy)** 105/- **St** 9 **Ma** 11 **Vi** 16 **Ag** 4 **Lu** 10 **Fi** - **EXP** -

Type Ice **Conversation Type** Elder / - **Item** -

Defenses
Expel Repel / Ice Drain / Weak to Elec

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	Drain	150★	100	100	Repel	100	100	100	100

Skills Bufu (25) Estoma (26) Ice Boost (27) Ice Breath (28) - - -

Skills (Enemy) - - - - - - - - -

Main Appearances -

BARONG From Avatar 

LV 60 **HP (Ally/Enemy)** 456/684 **MP (Ally/Enemy)** 246/246 **St** 22 **Ma** 22 **Vi** 16 **Ag** 16 **Lu** 14 **Fi** 498 **EXP** 516

Type Magic **Conversation Type** Cleric / - **Item** Amethyst

Defenses
Expel Repel / Elec Drain / Weak to Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	Drain	100	100	Repel	150★	100	100	100

Skills Bolt Storm (-) Binding Cry (-) Iron Claw (61) Medarahan (62) Gacial Blast (63) Void Death (64) - -

Skills (Enemy) Iron Claw Gacial Blast Bolt Storm Binding Cry Medarahan - - -

Main Appearances Bandou Shrine, 5th Kalpa

LIGHT Avatar **YATAGARASU** From: To:

LV 46 **HP (Ally/Enemy)** 348/522 **MP (Ally/Enemy)** 195/195 **St** 13 **Ma** 19 **Vi** 12 **Ag** 6 **Lu** 10 **F** 321 **EXP** 315

Type **Conversation Type** Center / **Item** Wagia Pume

Defenses
Force & Expel Repel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	Repel	100	Repel	100	100	100	100

Skills
 Mana Ad (-) | Violet Fash (-) | W na Cutter (47) | Mana Ga'in (48) | Force Boost (49) | Recarmara (50) | - | -
 Skills (Enemy): W na Cutter | Force Boost | Violet Fash | - | - | - | - | -
Main Appearances Bandou Shrine 3rd Kalpa 5th Kalpa



LIGHT Avatar **CAI-ZHI** From: To:

LV 26 **HP (Ally/Enemy)** 210/- **MP (Ally/Enemy)** 114/- **St** 13 **Ma** 12 **Vi** 9 **Ag** 9 **Lu** / **F** - **EXP** -

Type **Conversation Type** Beast / - **Item** -

Defenses
Void Ice & Expel / Weak to A'lment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	Vo'd	100	100	100	Void	100	150★	150★	150★

Skills
 Toxic Cloud (-) | Mutua (-) | He'll Thrust (-) | Hamaon (27) | Scout (28) | Paraad (29) | Mabufula (30) | -
 Skills (Enemy): - | - | - | - | - | - | - | -
Main Appearances -



LIGHT Avatar **MAKAMI** From: To:


LV 22 **HP (Ally/Enemy)** 186/- **MP (Ally/Enemy)** 108/- **St** 11 **Ma** 14 **Vi** 9 **Ag** / **Lu** 11 **F** - **EXP** -

Type **Conversation Type** Beast / - **Item** -

Defenses
Expel Repel / Void Fire

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Vo'd	100	100	100	100	Repel	100	100	100	100

Skills
 Vo a Mind (23) | Petraai (24) | Darama (25) | Recarm (26) | - | - | - | -
 Skills (Enemy): - | - | - | - | - | - | - | -
Main Appearances -



LIGHT Avion **GARUDA** From: To:


LV 63 **HP (Ally/Enemy)** 492/- **MP (Ally/Enemy)** 243/- **St** 22 **Ma** 18 **Vi** 19 **Ag** 24 **Lu** 12 **F** - **EXP** -

Type **Conversation Type** Soldier / **Item** -

Defenses
Expel Repel / Void Curse & Nerve / Weak to Death

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	Repel	150★	Vo'd	Vo'd	100

Skills
 Mahamaon (64) | Persuade (65) | W na Cutter (66) | Endure (67) | - | - | - | -
 Skills (Enemy): - | - | - | - | - | - | - | -
Main Appearances -



DARK Raptor **GURR** From To

LV 63 HP (Ally/Enemy) 492/541 MP (Ally/Enemy) 255/255 St 18 Ma 22 Vi 19 Ag 24 Lu 12 F 540 EXP 564

Type Support Ma Wi Ey Lu Bl Cl We Gi Ta Conversation Type Bad / - / - Dea Sa Ga Item -

Defenses
Death Repel / Vo'd Nerve & M'nd / Weak to Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	150★	Repel	100	Vo d	Vo d

Skills Zand'ne (-) Fog Breath (-) Mazand'ne (-) Mamudoon (64) Fatter (65) W'na Cutter (66) Bolt Storm (67) Avenge (68)

Skills (Enemy) Venom Claw Bolt Storm Zand'ne Mamudoon Avenge - - -

Main Appearances Area G, Tower of Kagutsuchi 4th Kalpa, 5th Kalpa

LIGHT Entity **ALBION** From To

LV 64 HP (Ally/Enemy) 534/- MP (Ally/Enemy) 252/- St 25 Ma 20 Vi 25 Ag 10 Lu 6 F - EXP -

Type Phys Ma Wi Ey Lu Bl Cl We Gi Ta Conversation Type Great / - / - Dea Sa Ga Item -

Defenses
Vo'd Phys & Ice & Expel

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Vo'd	100	Vo d	100	100	100	Vo d	100	100	100	100

Skills Dra n Attack (65) Phys Dra n (66) Recarmara (67) Hoags Bast (68) - - - -

Skills (Enemy) - - - - - - - - -

Main Appearances -

NEUTRAL Fiend **DANTE** From To

LV 80 HP (Ally/Enemy) 612/- MP (Ally/Enemy) 306/- St 25 Ma 22 Vi 22 Ag 25 Lu 16 F - EXP -

Type N/A Ma Wi Ey Lu Bl Cl We Gi Ta Conversation Type - / - / - Dea Sa Ga Item -

Defenses
Vo'd Expel & Death & A'lment Attacks / Strong to Phys & All Magic

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
50	50	50▲	50▲	50	100	Vo'd	Vo d	Vo d	Vo d	Vo'd

Skills (Normal) E & I (-) Repelion (-) Round Trip (-) Whirlwind (-) Hair Star (-) Provoke (-) Never Yield (-) Intimidate (-)

Skills (Transfm) Bullet Time (81) Singer (82) Son's Oath (83) Snowtime (84) - - -

Skills (Enemy) - - - - - - - - -

Main Appearances -

NEUTRAL Fiend **TRUMPETER** From To

LV 77 HP (Ally/Enemy) 588/- MP (Ally/Enemy) 324/- St 21 Ma 31 Vi 21 Ag 24 Lu 15 F - EXP -

Type Expel Ma Wi Ey Lu Bl Cl We Gi Ta Conversation Type - / - / - Dea Sa Ga Item -

Defenses
Vo'd Expel & Death & A'lment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100▲	100▲	100	100	Vo'd	Vo d	Vo d	Vo d	Vo d

Skills (Normal) Ho / Me oa (-) Marag d'ne (-) Marufu, ne (-) Mazio, ne (-) Mazana, ne (-) Makakaja (77) Dekaja (78) Megadolon (79)

Skills (Transfm) Evil Melody (80) - - - - -

Skills (Enemy) - - - - - - - - -

Main Appearances -

NEUTRAL
Fiend

THE HARLOT

From

LV 69

HP (Ally/Enemy) 528/-

MP (Ally/Enemy) 2/9/-

St 23

Ma 24

Vi 19

Ag 19

Lu 19

Ft -

EXP -

Type Support

WI X

Ey X

Lu X

Bi X

Cl X

We X

Gi X

Tu X

Conversation Type / / -

Dm X

Re X

Op X

Item -

Defenses

Phys Repel / Elec Drain / Void Expel & Death & Curse & Mind & Nerve

Phys Repel

Fire 100

Ice 100

Elec Drain

Force 100

Almty 100

Expel Void

Death Vo a

Curse Vo d

Nerve Vo d

Mind Vo d

Skills

Death Lust (-)

Maziodyne (-)

Maka amon (-)

Dekunaa (70)

Focus (71)

Bot Storm (72)

Beast Roar (73)

-

Skills (Enemy)

-

-

-

-

-

-

Main Appearances

-

NEUTRAL
Fiend

PALE RIDER

From

LV 63

HP (Ally/Enemy) 486/-

MP (Ally/Enemy) 26/-

St 24

Ma 26

Vi 8

Ag /

Lu 13

Ft -

EXP -

Type Death

WI X

Ey X

Lu X

Bi X

Cl X

We X

Gi X

Tu X

Conversation Type - / - / -

Dm X

Re X

Op X

Item -

Defenses

Void Ice & Expel & Death & Ailment Attacks

Phys 100

Fire 100

Ice Void

Elec 100

Force 100

Almty 100

Expel Void

Death Void

Curse Vo d

Nerve Vo d

Mind Vo d

Skills

Pestilence (-)

Maofuayne (-)

Eterna Rest (64)

B gnt (65)

Dark Mght (66)

Br gnt M gnt (67)

-

-

Skills (Enemy)

-

-

-

-

-

-

-

Main Appearances

-

NEUTRAL
Fiend

BLACK RIDER

From

LV 61

HP (Ally/Enemy) 462/-

MP (Ally/Enemy) 258/-

St 22

Ma 25

Vi 16

Ag 20

Lu 13

Ft -

EXP -

Type Death

WI X

Ey X

Lu X

Bi X

Cl X

We X

Gi X

Tu X

Conversation Type - / - / -

Dm X

Re X

Op X

Item -

Defenses

Ice Drain / Void Expel & Death & Ailment Attacks

Phys 100

Fire 100

Ice Drain

Elec 100

Force 100

Almty 100

Expel Void

Death Void

Curse Vo d

Nerve Vo d

Mind Vo d

Skills

Soul Dyde (-)

Gacia Blast (-)

Mana Drain (62)

Mamudoon (63)

Megiaala (64)

Mana Surge (65)

Megidoaon (66)

-

Skills (Enemy)

-

-

-

-

-

-

-

Main Appearances

-

NEUTRAL
Fiend

RED RIDER

From

LV 55

HP (Ally/Enemy) 438/-

MP (Ally/Enemy) 228/-

St 23

Ma 21

Vi 18

Ag 15

Lu 13

Ft -

EXP -

Type Death

WI X

Ey X

Lu X

Bi X

Cl X

We X

Gi X

Tu X

Conversation Type - / - / -

Dm X

Re X

Op X

Item -

Defenses

Void Elec & Force & Expel & Death & Ailment Attacks

Phys 100

Fire 100

Ice 100

Elec Vo d

Force Vo d

Almty 100

Expel Vo a

Death Vo d

Curse Vo d

Nerve Vo d

Mind Vo d

Skills

Terror Baae (-)

Wina Cutter (-)

Bot Storm (56)

Dekunaa (57)

Avenge (58)

-

-

-

Skills (Enemy)

-

-

-

-


-

-

-

Main Appearances

-

WHITE RIDER From  XXXXX

NEUTRAL Fiend

lv 52


HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
408/-	207/-	23	17	16	18	13	-	-

Type	Ma	Wi	Ey	Lu	Bi	Cl	We	Gi	Ta	Conversation Type	Dr	Re	Op	Item
Death	X	X	X	X	X	X	X	X	X	12 / - / 10	X	X	X	-

Defenses
Vo'd Fire & Expel & Death & Ailment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Vo'd	100	100	100	100	Vo'd	Vo'd	Vo'd	Vo'd	Vo'd

Skills	God's Bow (-)	Prominence (-)	Tetraja (53)	Dekaja (54)	Mana Aia (55)	-	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

HELL BIKER From  XXXXX

NEUTRAL Fiend

lv 42


HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
336/-	168/-	17	14	14	17	0	-	-

Type	Ma	Wi	Ey	Lu	Bi	Cl	We	Gi	Ta	Conversation Type	Dr	Re	Op	Item
Force	X	X	X	X	X	X	X	X	X	- / - / -	X	X	X	-

Defenses
Force Drain / Void Fire & Expel & Death & Ailment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	Vo'd	100	100	Drain	100	Vo'd	Vo'd	Vo'd	Vo'd	Vo'd

Skills	Hell Spin (-)	Hell Burner (-)	Hell Exhaust (42)	Attack All (43)	-	-	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

DAISOUJOU From  XXXXX

NEUTRAL Fiend

lv 37


HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
288/-	174/-	12	21	11	13	10	-	-

Type	Ma	Wi	Ey	Lu	Bi	Cl	We	Gi	Ta	Conversation Type	Dr	Re	Op	Item
	X	X	X	X	X	X	X	X	X	- / - / -	X	X	X	-

Defenses
Expel & Death Repel / Curse & Mind Drain / Void Nerve

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	100	100	Repel	Repel	Drain	Vo'd	Drain

Skills	Meditation (-)	Manamoon (-)	Manudoon (38)	Prayer (39)	Preach (40)	-	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

MATADOR From  XXXXX

NEUTRAL Fiend

lv 30

HP (Ally/Enemy)	MP (Ally/Enemy)	St	Ma	Vi	Ag	Lu	Fi	EXP
246/-	117/-	12	9	11	19	9	-	-

Type	Ma	Wi	Ey	Lu	Bi	Cl	We	Gi	Ta	Conversation Type	Dr	Re	Op	Item
Phys	X	X	X	X	X	X	X	X	X	- / - / -	X	X	X	-

Defenses
Vo'd Force & Expel & Death & Ailment Attacks

Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
100	100	100	100	Vo'd	100	Vo'd	Vo'd	Vo'd	Vo'd	Vo'd

Skills	Mazon (-)	Andalucia (-)	Dekunaa (31)	Focus (32)	Taunt (33)	Red Capote (34)	-	-
Skills (Enemy)	-	-	-	-	-	-	-	-
Main Appearances	-							

NEUTRAL Corpus		MANIKIN										From To		End XXXX			
LV	13	HP (Ally/Enemy) - / 34		MP (Ally/Enemy) - / 54		St	Ma	Vi	Ag	Lu	F	EXP					
Type	N/A	Mo	Wi	Ey	Lu	Bi	Cl	We	Gi	Tu	Conversation Type / /		De	Re	Op		Item -
Defenses																	
Vo'd Expel & Death																	
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind							
100	100	100	100	100	100	Void	Void	100	100	100							
Skills	-		-		-		-		-		-		-		-		
Skills (Enemy)	Binding Cry		Panic Voice		War Cry		-		-		-		-		-		
Main Appearances	Ikebukuro, Mifunashiro, 4th Kalpa																

NEUTRAL Corpus		MANIKIN										From To					
LV	13	HP (Ally/Enemy)	- / 34		MP (Ally/Enemy)	- / 54		St	Ma	Vi	Ag	Lu	Fs	EXP			
Type	N/A	Mo	Wi	Ey	Lu	Bi	Cl	We	Gi	Ta	Conversation Type		Dm	Ba		Op	Item
- / - / -																-	
Defenses																	
Vo'd Expel & Death																	
Phys	Fire	Ice	Elec		Force	Almty	Expel	Death	Curse	Nerve	Mind						
100	100	100	100		100	100	Void	Void	100	100	100						
Skills	-		-		-		-		-		-		-			-	
Skills (Enemy)	Binding Cry		Panic Voice		War Cry		-		-		-		-			-	
Main Appearances	Ikebukuro, Mifunashiro 4th Kalpa																

NEUTRAL Corpus		MANIKIN										From — To —						
LV	13	HP (Ally/Enemy) —/34		MP (Ally/Enemy) —/54		St	Ma	Vi	Ag	Lu	F	EXP						
Type N/A												Conversation Type — / — / —					Item —	
Defenses																		
Vo'd Expel & Death																		
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind								
100		100	100	100	100	Vo.a	Vo.a	100	100	100								
Skills		—		—		—		—		—		—		—				
Skills (Enemy)		Binding Cry		Panic Voice		War Cry		—		—		—		—				
Main Appearances		Ikebukuro, Mifunashiro 4th Kalpa																

* The Corpus Man'kins above differ in outward appearance, but are all exactly the same in level, stats, and skills. However, their attack patterns will change based on where they appear.

Skill Data

There are a wide variety of skills in the game. Here these skills are broken down by category and explained.

Data Key

Type

The basic type which the skill falls into. The effect type and usage type are written next to each other, and explanations of each are listed below.

Effect Types

[Damage] Skills designed to do direct damage to their targets. The amount of damage varies depending on the user's stats and/or levels.

[Fixed Damage] Does damage, but the amount dealt is a fixed amount (based on a percentage of Max HP) rather than a variable one.

[Drain] Does damage, and at the same time refills the user's HP, MP.

[Instant Death] Kills the target regardless of how many HP they have. Each skill has a set success rate.

[Ailment] Inflicts various Ailments on the target. There are some skills that deal damage along with the Ailments.

[HP Heal] Skills that heal HP. Many skills vary the amount of healing based on the user's Ma level.

[MP Heal] Heals MP. Many skills heal a fixed amount of MP.

[Ailment Recovery] Cures characters afflicted with Ailments.

[Revival] Bring back to life allies whose HP have been reduced to zero and returned to the Stock.

[Resist Up] Change the demon's defense type and add resistance to an element. Usually overrides a demon's basic resistances.

[Attack Up] Skills that increase the damage of normal attacks and skill attacks.

[Weaken] Skills to reduce an enemy's abilities for the duration of the battle.

[Strengthen] Skills to increase allies' abilities for the duration of the battle.

[Barrier] Skills to put up temporary defensive barriers against attacks during battle.

[Summon] Skills to summon allies into the thick of battle. Similar to the protagonist's "SUMMON" command.

[Ally request] Skills to talk to the enemy and ask them to join you.

[Valuables Request] Skills to talk to the enemy and ask them for items or money.

[Item Request] Skills to talk to the enemy and ask them for items.

[Macca Request] Skills to talk to the enemy and ask them for money.

[Combat Support] Skills other than the above that aid in combat.

[Exploration Support] Skills other than the above that aid in areas other than combat.

[Conversation Support] Skills that aid in negotiations, but are not direct requests for something. Usually they are automatic-use skills.

Usage Types

[Technique] Skills that take HP to use. Can be used when in MUTE status. Mostly they are damage skills and can deal critical hits, but run the risk of opponents using 'Counter' skills.

[Magic] Skills that take MP to use. Cannot be used when in MUTE status. When they are damage-dealing abilities, they cannot deal critical hits, but do not run the risk of being countered.

[Automatic] Skills that take effect just by having them. There are those that require certain circumstances before they are used.

[Command] Conversation-skill only type. Used as a command for initiating conversation.

*The colored blocks by the left edge of each category of skill is a simple indicator of the Types of skills within that category. Blue blocks indicate skills used in battle, and green indicate Automatic-use skills. Purple indicates enemy-only skills which the protagonist's side cannot use.

Skill Name

The white letters beneath the "Type" indicate the skill's name. See the "Skill Index" on p259 if you want to search for the name of a specific skill.

MP (HP)

The HP (as a percentage of the user's Max HP) or MP required to use the skill.

Power

The base power of damage-dealing spells. The final damage dealt is actually calculated from this value and the user's statistics and/or level. In addition, two skills with the same power level will deal different amounts of damage based on the number of targets. (Skills that deal damage to all enemies deal less damage than those that target multiple enemies than those that target a single enemy.)

TRAN

The Transfer Type of the skill, indicated as "Appearance Transfer Type/Transfer difficulty". Transfer types based on element use the same element that is affiliated with the skill.

Usage Timing

When you can use the skill. There are three types: Combat, Movement, and Anytime.

EFF

Details on the skill's effect. Specific success rates are listed here. In the case of conversation skills, times with Good and Bad effects (see p60 for details) are listed.

Users

Demons that have or can earn the skill. The level earned is listed. If the protagonist can learn the skill, the Magatama that teaches it is listed. If a transformed demon cannot earn it or you can buy a demon from the Shady Broker with it that is also noted. Skills that say "XX Only" indicate that skill can only be earned by a specific demon and cannot be Transferred.

Physical Skills

Nearly all these are Technique-type. They generally are less accurate than normal attacks, but have a high rate of dealing Critical hits.

Type Damage/Technique

Feral Bite

TRAN Bite/1
Usage Combat

HP 12%
POW 44

EFF Bites a single enemy for medium damage.

Users Beast Inugami (--)/Foul Slime (--)

Type Damage/Ailment/Technique

Venom Bite

TRAN Bite/3
Usage Combat

HP 18%
POW 41

EFF Bites a single enemy for medium damage, and has a 40% chance of inflicting POISON.

Users Yoma Isora (--)/Night Loa (LV54)/Haunt Pisaca (--)

Type Damage/Ailment/Technique

Charm Bite

TRAN Bite/5
Usage Combat

HP 18%
POW 41

EFF Bites a single enemy for medium damage, and has a 55% chance of inflicting CHARM.

Users Night Kaiwan (--)/Wilder Bicorn (--)/Foul Black Ooze (--)

Type	Damage/Ailment/Technique	HP	17%	EFF Bites a single enemy for medium damage, and has a 40% chance of inflicting STUN
Stun Bite	TRAN	Bite/5	POW	
	Usage	Combat		
Users Holy Unicorn (LV23)/Fairy Kelpie (LV27)/Fallen Forneus (--)				

Type	Damage/Ailment/Technique	HP	22%	EFF Bites a single enemy for medium damage, and has a 60% chance of inflicting STONE
Stone Bite	TRAN	Bite/7	POW	
	Usage	Combat		
Users Holy Shiisaa (LV16) / Holy Baihu (--) / Snake Quetzalcoatl (--) / Dragon Long (LV46)				

Type	Damage/Technique	HP	15%	EFF Bites a single enemy for high damage.
Hell Fang	TRAN	Bite/8	POW	
	Usage	Combat		
Users Beast Orthrus (LV38)/Tyrant Aciel (LV80)/Night Lilith (LV82)/After Transformation LV84				

Type	Damage/Technique	HP	6%	EFF Claws an enemy for low damage.
Feral Claw	TRAN	Claw/1	POW	
	Usage	Combat		
Users Holy Shiisaa (--) / Beast Nekomata (LV20) / Wilder Raiju (LV26) / Haunt Preta (--)				

Type	Damage/Ailment/Technique	HP	18%	EFF Claws an enemy for medium damage, and has a 40% chance of inflicting them with POISON.
Venom Claw	TRAN	Claw/3	POW	
	Usage	Combat		
Users Beast Sparna (LV56) / Haunt Preta (LV7) / Haunt Yaka (LV21)				

Type	Damage/Ailment/Technique	HP	17%	EFF Claws an enemy for medium damage, and has a 40% chance of inflicting STUN
Stun Claw	TRAN	Claw/5	POW	
	Usage	Combat		
Users Beast Orthrus (--) / Femme Rangda (--) / Night Incubus (LV26) / Wilder Nue (--) / Wilder Mothman (--) / Haunt Vetara (--)				

Type	Damage/Ailment/Technique	HP	15%	EFF Claws an enemy for high damage.
Iron Claw	TRAN	Claw/7	POW	
	Usage	Combat		
Users Protagonist (Kamurogi/LV48) / Holy Chimera (LV56) / Fallen Fauros (--) / Beast Cerberus (--) / Wilder Hresvelgr (LV77) / Avatar Barong (LV61)				

Type	Damage/Technique	HP	10%	EFF Launch needles at an enemy for low damage.
Needle Rush	TRAN	Needle/1	POW	
	Usage	Combat		
Users Beast Badb Catha (--) / Femme Datsue-Ba (--) / Wilder Raiju (LV28) / Foul Will o' Wisp (--)				

Type	Damage/Ailment/Technique	HP	7%	EFF Launch needles at an enemy for low damage, and has a 40% chance of inflicting POISON.
Toxic Sting	TRAN	Needle/3	POW	
	Usage	Combat		
Users Lady Kushinada (--) / Element Aeros (LV15) / Wilder Zhen (LV7) / Foul Blob (LV17) / Foul Mou-Ryo (--)				

Type	Damage/Ailment/Technique	HP	7%	EFF Launch needles at an enemy for low damage, and has a 40% chance of inflicting STUN.
Stun Needle	TRAN	Needle/5	POW	
	Usage	Combat		
Users Divine Angel (LV15) / Beast Nekomata (--) / Brute Shiki-Ouji (--) / Femme Shikome (LV35)				

Type Damage/Ailment/Technique

Arid Needle

TRAN Needle/7

Usage Combat

HP 12%

POW 31

EFF Launch needles at an enemy for low damage, and has a 60% chance of inflicting STONE.

Users Divine Virtue (LV42)/Brute Ikusa (-)/Vile Pazuzu (LV47)

Type Damage/Technique

Lunge

TRAN Lunge/1

Usage Combat

HP 10%

POW 41

EFF Charge at a single enemy for low damage.

Users Protagonist (Marogareh/LV3)/Kishin Futomimi (-)/Mitama Ara Mitama (LV29)/Fairy Pyro Jack (LV21)/Snake Nozuchi (-)/Jirae Kodama (LV5)/Brute Momunofu (-)/Night Fomor (LV19)

Type Damage/Technique

Hell Thrust

TRAN Lunge/3

Usage Combat

HP 12%

POW 47

EFF Make a furious charge at a single enemy for medium damage.

Users Fallen Eligor (-)/Snake Naga (LV31)/Jirae Sarutahiko (LV40)/Haunt Chatterskull (LV24)/Avatar Cai-Zhi (-)

Type Damage/Technique

Tempest

TRAN Lunge/8

Usage Combat

HP 25%

POW 31

EFF Launch a shockwave at the enemy party for medium damage.

Users Protagonist (Vimana/LV59)/Fury Dionysus (LV47)/Fairy Setanta (LV48)/Snake Raja Naga (LV41)/Brute Kin-Ki (LV63)/Vile Girimehkala (LV62)/Haunt Legion (LV51)/Wargod Ganesha (LV62)

Type Damage/Technique

Hades Blast

TRAN Lunge/11

Usage Combat

HP 32%

POW 41

EFF Launch a fierce shockwave at the enemy party for medium damage.

Users Protagonist (Vimana/LV73)/Deity Vishnu (LV95)/Kishin Thor (-)/Fallen Forneus (LV71)/Vile Mada (-)/Tyrant Abaddon (LV74)/Entity Albion (LV68)

Type Damage/Technique

Berserk

TRAN Lunge/6

Usage Combat

HP 13%

POW 16

EFF Charge into the enemy formation and go berserk, doing low damage to multiple enemies. (1-5 times)

Users Protagonist (Marogareh/LV10)/Yoma Onkot (-)/Fairy Troll (LV40)/Fallen Eligor (LV31)/Snake Quetzalcoatl (LV56)/Snake Mizucni (LV37)/Jirae Gogmagog (-)/Jirae Sarutahiko (-)/Brute Oni (-)/Brute Kin-Ki (-)/Night Black Frost (-)/Night Fomor (LV23)/Haunt Rakshasa (LV68)/Haunt Choronzon (LV13)

Type Damage/Technique

Mighty Gust

TRAN Weapon/5

Usage Combat

HP 14%

POW 53

EFF Weapon attack against a single enemy for high damage. The power of the skill increases as the user's Max HP (HP expended) increases.

Users Deity Atavaka (-)/Kishin Koumoku (-)/Divine Archangel (-)/Brute Ikusa (LV47)

Type Damage/Technique

Brutal Slash

TRAN Weapon/6

Usage Combat

HP 13%

POW 50

EFF Weapon attack against a single enemy for high damage. The power of the skill increases as the user's Max HP (HP expended) increases.

Users Kishin Zouchou (-)/Yoma Onkot (LV39)/Brute Momunofu (LV22)

Type Damage/Ailment/Technique

Guillotine

TRAN Weapon/7

Usage Combat

HP 17%

POW 47

EFF Weapon attack against a single enemy for high damage, plus a 40% chance to inflict STUN status. The power of the skill increases as the user's Max HP (HP expended) increases.

Users Fairy Setanta (-)/Divine Power (LV34)/Jirae Titan (-)/Femme Yaksini (-)/Wargod Valkyrie (LV34)

Type Damage/Ailment/Technique

Dark Sword

TRAN Weapon/8

Usage Combat

HP 22%

POW 53

EFF Weapon attack against a single enemy for high damage, plus a 40% chance to inflict MUTE status. The power of the skill increases as the user's Max HP (HP expended) increases.

Users Lady Kali (LV71)/Kishin Mikazuchi (LV47)/Brute Oni (LV30)/Brute Ongyo-Ki (-)

Type	Damage/Ailment/Technique		HP	22%	EFF	Weapon attack against a single enemy for high damage, plus a 65% chance to inflict BIND status. The power of the skill increases as the user's Max HP (HP expended) increases.
Stasis Blade	TRAN	Weapon/9				
	Usage	Combat	POW	53		
Users: Fury Beiji-Weng (-)/Kishin Jikoku (-)/Kishin Thor (LV79)/Yoma Purski (LV49)/Seraph Raphael (LV87)						

Type	Damage/Technique		HP	16%	EFF	Weapon attack against the enemy party for low damage. The power of the skill increases as the user's Max HP (HP expended) increases.
Heat Wave	TRAN	Weapon/8	POW	19		
	Usage	Combat				
Users	Protagonist (Kamudo/LV18)/Fairy Oberon (-)/Divine Principality (LV32)/Fallen Berith (-)/Femme Taraka (LV25)/Tyrant Surt (-)/Seraph Uriel (LV74)					

Type	Damage/Ailment/Technique	HP	36%	EFF	Weapon attack against the enemy party for low damage, plus a 20% chance to inflict POISON status. The power of the skill increases as the user's Max HP (HP expended) increases.
Blight	TRAN	Weapon/10			
	Usage	Combat	POW	22	
Users	Protagonist (Kamurogi/LV45)/Fallen Ose (-)/Brute Ongyo-Ki (LV85)/Femme Dakini (LV56)/Seraph Gabriel (LV88)/Genma Cu Chulainn (LV56)/Fiend Pale Rider (LV65)				

Type	Damage/Technique	HP	35%	EFF	Weapon attack against the enemy party for high damage. The power of the skill increases as the user's Max HP (HP expended) increases.
Hassohappa	TRAN	Weapon/11			
	Usage	Combat	POW	47	
Users					
Fury Shiva (-)/Fury Wu Kong (LV55)/Kishin Bishamon (LV77)/Fallen Flauros (LV73)					

Type	Damage/Ailment/Technique	HP	32%	EFF	Attacks multiple enemies at random (1-5 times) for low damage, and has a 30% chance of inflicting PANIC status. The power of the skill increases as the user's Max HP (HP expended) increases.
Chaos Blade	TRAN	Weapon/10			
	Usage	Combat	POW	22	
Users: Protagonist (Murakumo/LV40)/Deity Atavaka (LV51)/Brute Okuninushi (-)/Yoma Purski (LV52)/Brute Fuu-Ki (LV68)/Vile Girimehkala (-)					

Type	Damage/Technique	HP	25%	EFF	Attacks multiple enemies at random (1-5 times) for medium damage. The power of the skill increases as the user's Max HP (HP expended) increases.
Deathbound	TRAN	Weapon/11			
	Usage	Combat	POW	38	
Users					

Type	Damage/Technique		HP	45%	EFF	Causes an earthquake, and does extra-high damage to the enemy party. As it is a character-specific skill, it cannot be transferred.
Earthquake	TRAN	***				
	Usage	Combat	POW	70		
Users						

Type	Damage/Magic		HP	3	EFF	Attacks a single enemy 1-4 times with the twin guns Ebony and Ivory for low damage.
E&I	TRAN	***				
	Usage	Combat	POW	32		
Users: Fiend Dante (--) only						

Type	Damage/Technique		HP	10%	EFF	Attacks a single enemy with a combination attack using the Rebellion sword. Has a higher chance of making critical hits than most other Technique-type skills.
Rebellion	TRAN	***				
	Usage	Combat	POW	36		
Users						

Type	Damage/Ailment/Magic	HP	10	EFF	Attacks the enemy party with bursts from the twin guns Ebony and Ivory for low damage, and has a 30% chance of inflicting PANIC status.
Bullet-Time	TRAN	***			
	Usage	Combat	POW	25	
Users: Fiend Dante (LV81) only					

Terrorblade Type: Damage/Ailment/Magic TRAN *** Usage: Combat MP 10 POW 30	EFF Attacks multiple enemies at random 1-5 times for low damage, and has a 30% chance of inflicting PANIC status.
Users Fiend Red Rider (--) only	
Hell Spin Type: Damage/Technique TRAN *** Usage: Combat HP 25% POW 31	EFF Perform a sharp spin turn on the motorcycle and do low damage to the entire enemy party with the tire.
Users Fiend Hell Biker (--) only	
Andalucia Type: Damage/Technique TRAN *** Usage: Combat HP 6% POW 32	EFF A multiple rapier stab that does low damage to the enemy party.
Users Fiend Matador (--) only	
Divine Shot Type: Damage/Technique TRAN *** Usage: Combat HP 13% POW 50	EFF Launches a beam of light at a single enemy for medium damage. Does critical hits at a higher rate than most technique-type skills. A protagonist-only skill.
Users Protagonist (Nirvana/LV41) only	
Spiral Viper Type: Damage/Technique TRAN *** Usage: Combat HP 16% POW 62	EFF Fires a blast of internal energy at a single enemy for large damage. Does critical hits at a higher rate than most technique-type skills. A protagonist-only skill.
Users Protagonist (Gundari/LV72) only	
Oni-Kagura Type: Damage/Technique TRAN *** Usage: Combat HP 30% POW 38	EFF Multiple attacks that do medium damage to the enemy party. Has a higher accuracy rate than most technique-type skills. A protagonist-only skill.
Users Protagonist (Kamurogi/LV64) only	
Deadly Fury Type: Damage/Technique TRAN *** Usage: Combat HP 32% POW 41	EFF Does medium damage to the enemy party with an attack with a high critical-hit rate. Has a higher accuracy rate than most technique-type skills. A protagonist-only skill.
Users Protagonist (Satan/LV65) only	
Javelin Rain Type: Damage/Ailment/Technique TRAN *** Usage: Combat HP 40% POW 41	EFF Launches magic spears at the enemy party for medium damage, and has a 20% chance of inflicting MUTE status. Has a higher accuracy rate than most technique-type skills. A protagonist-only skill.
Users Protagonist (Vimana/LV68) only	
Xeros-Beat Type: Damage/Ailment/Technique TRAN *** Usage: Combat HP 40% POW 28	EFF Does low damage to the enemy party, and has a 30% chance of inflicting BIND status. Has a higher accuracy rate than most technique-type skills. A protagonist-only skill.
Users Protagonist (Muspell/LV56) only	
Gaea Rage Type: Damage/Technique TRAN *** Usage: Combat HP 35% POW 47	EFF Does high damage to the enemy party. Has a higher accuracy rate than most technique-type skills. A protagonist-only skill.
Users Protagonist (Gaea/LV74) only	

Type Resist Up/Automatic

Anti-Phys

TRAN Magic/5
Usage Combat

EFF Reduces the damage taken by physical attacks by half. If the demon in question (e.g.: Deity Vishnu) already had resistance to physical attacks, it reduces damage taken to 25%.

Users Wilder Hresvelgr (LV76)/Haunt Legion (LV50)/Foul Shadow (--)

Type Resist Up/Automatic

Void Phys

TRAN Magic/10
Usage Combat

EFF Voids physical attacks (Take no damage). The Phys Drain and Phys Repel skills take precedence over this one.

Users None (Can only be gained by powering up the Anti-Phys skill)

Type Resist Up/Automatic

Phys Drain

TRAN Magic/11
Usage Combat

EFF Any physical damage taken is healed rather than subtracted to HP total. If the owner is naturally strong to physical damage, it will only heal 50%, and if they were weak it will heal more. This skill has precedence over Void Phys, but Phys Repel has precedence over it.

Users Fury Shiva (LV99)/Entity Albion (LV66)

Type Resist Up/Automatic

Phys Repel

TRAN Magic/12
Usage Combat

EFF When taking a physical attack, the owner of this skill takes no damage and repels the attack back at the attacker. (If the target is already strong to physical the repelled attack does less damage, and more if the target was weak to physical) Takes precedence over Phys Drain.

Users Protagonist (Masakados LV1)/Deity Vishnu (LV97)/Vile Samael (LV77)

Type Damage/Technique

Foul Havoc

TRAN ***
Usage Combat

EFF Does damage to the enemy party. Only used after the skill 'Foul Union' has been used, and does more damage the greater number of demons that fused together.

Users Protagonist (Masakados LV1)/Deity Vishnu (LV97)/Vile Samael (LV77)

Type Damage/Ailment/Magic

Mirage

TRAN ***
Usage Combat

EFF Creates a mirage that does medium damage to the enemy party, and inflicts PANIC status with a high rate of success.

Users Boss (Snake Mizuchi) only

Type Damage/Technique

Tentacle

TRAN ***
Usage Combat

EFF Does high damage to the enemy party.

Users Boss (Tyrant Ahriman) only

Fire Skills

In comparison to other elemental skills, fire skills have high power for the amount of MP they take, doing more damage per MP than other types of skills.

Type Damage/Magic

Agi

TRAN Magic/1
Usage Combat

MP 3
POW 37

EFF Does low magical fire damage to a single enemy.

Users Fairy Pyro Jack (--)/Jirae Hua Po (--)/Haunt Preta (LV5)/Haunt Choronzon (--)

Type Damage/Magic

Agilae

TRAN Magic/4
Usage Combat

MP 6
POW 55

EFF Does medium magical flame damage to a single enemy.

Users Kishin Zouchou (--)/Element Haemis (LV24)/Yoma Dis (--)/Fairy Pyro Jack (LV22)

Type Damage/Magic

AgidyneTRAN Magic/7
Usage CombatMP 10
POW 75

EFF Does high magical fire damage to a single enemy.

Users Deity Odin (-)/Megami Safi (-)/Kishin Okuninushi (LV41)/Yoma Efrete (-)/Femme Dakini (LV55)

Type Damage/Magic

MaragiTRAN Magic/3
Usage CombatMP 8
POW 30

EFF Does low magical fire damage to the enemy party.

Users Element Flaemis (-)/Fairy Pyro Jack (-)/Jirae Hua Po (LV10)/Wilder Bicorn (LV16)

Type Damage/Magic

MaragionTRAN Magic/7
Usage CombatMP 15
POW 45

EFF Does medium magical fire damage to the enemy party.

Users Fury Dionysus (-)/Lady Kushinada (LV42)/Fallen Berith (LV39)/Vile Baphomet (LV35)/Foul Sakahagi (-)

Type Damage/Magic

MaragidyneTRAN Magic/10
Usage CombatMP 25
POW 65

EFF Does high magical fire damage to the enemy party.

Users Deity Odin (LV70)/Megami Safi (LV49)/Fury Dionysus (LV48)/Yoma Efrete (LV55)/Tyrant Mot (-)/Fiend Trumpeter (-)/Wilder Mothman (Shady Broker/Fourth Kalpa 1F)

Type Damage/Magic

Fire BreathTRAN Mouth/5
Usage CombatMP 9
POW 30

EFF Breathes fire on multiple enemies at random 1-5 times, doing low damage.

Users Protagonist (Shiranui/LV9)/Holy Chimera (-)/Holy Feng Huang (-)/Beast Inugami (-)/Beast Orthrus (-)/Jirae Titan (LV53)/Wilder Mothman (LV46)/Haunt Choronzon (LV12)

Type Damage/Magic

HellfireTRAN Magic/7
Usage CombatMP 18
POW 50

EFF Envelops multiple enemies in flame at random 1-4 times, doing medium damage.

Users Protagonist (Gehenna/LV33)/Fallen Berith (LV42)/Beast Cerberus (LV64)/Femme Rangda (LV75)/Tyrant Surt (-)

Type Damage/Magic

ProminenceTRAN Magic/10
Usage CombatMP 30
POW 90

EFF Attacks multiple enemies with white-hot flame at random 1-4 times, doing extra-high damage.

Users Deity Amaterasu (-)/Deity Vishnu (LV94)/Kishin Bishamon (LV73)/Yoma Efrete (LV57)/Divine Throne (-)/Vile Samael (-)/Fiend White Rider (-)

Type Damage/Magic

RagnarokTRAN ***
Usage CombatMP 30
POW 80

EFF Does especially high damage to a single enemy with legendary flame hot enough to consume the world. Unusual in that its damage increases greatly with not only the user's Ma statistic, but also with their level.

Users Tyrant Surt (LV78) only

Type Damage/Magic

Hell BurnerTRAN ***
Usage CombatMP 8
POW 30

EFF Does low damage to the enemy party with a burst of flames from the motorcycle's exhaust pipes.

Users Fiend Hell Biker (-) only

Type Damage/Technique

Magma AxisTRAN ***
Usage CombatHP 15%
POW 48

EFF A blow to a single enemy with fire that does medium damage. The power of the skill increases greatly as the user's Ma and level raises. Also consumes HP rather than MP. A protagonist-only skill.

Users Protagonist (Gehenna/LV65) only

Type Attack Up/Automatic

Fire Boost

TRAN Magic/6
Usage Combat



When the possessor of this skill makes a fire-based attack, its power (base power, not the final damage dealt to the enemy) is increased by 1.5 times.

Users Protagonist (Shiranui/LV14)/Kishin Bishamon (LV74)/Holy Chimera (---)/Mitama Nigi Mitama (LV30)/Fallen Berith (LV41)/Beast Orthrus (LV35)

Type

Anti-Fire

TRAN Magic/4
Usage Combat



Reduces the damage taken by fire attacks by half. If the demon in question (e.g.: Element Aeros) already had resistance to fire attacks, it reduces damage taken to 25%.

Users Protagonist (Shiranui/LV23)/Holy Shisaa (LV18)/Mitama Kusi Mitama (LV36)

Type Resist Up/Automatic

Void Fire

TRAN Magic/7
Usage Combat



Voids fire attacks (Take no damage). The Fire Drain and Fire Repel skills take precedence over this one.

Users Protagonist (Gehenna/LV42)/Fury Dionysus (---)/Snake Raja Naga (LV42)

Type Resist Up/Automatic

Fire Drain

TRAN Magic/9
Usage Combat



Any fire damage taken is healed rather than subtracted to HP total. If the owner is naturally strong to fire damage, it will only heal 50%, and if they were weak to fire it will heal more. This skill has precedence over Void Fire, but Fire Repel has precedence over it.

Users Protagonist (Gehenna/LV60)/Night Nyx (LV74)

Type Resist Up/Automatic

Fire Repel

TRAN Magic/10
Usage Combat



When taking a fire attack, the owner of this skill takes no damage and repels the attack back at the attacker. (If the target is already strong to fire the repelled attack does less damage, and more if the target was weak to fire). Takes precedence over Fire Drain.

Users Protagonist (Masakados/LV1)/Deity Amaterasu (LV59)/Kishin Thor (LV80)

Ice Skills

The defining trait of ice skills is that they inflict the FREEZE ailment as well as doing damage. In exchange, their power is somewhat low.

Type DamageAilment/Magic

Bufa

TRAN Magic/1
Usage Combat



3



30



Does low magical cold damage to a single target, and has a 20% chance of inflicting FREEZE status.

Users Fairy Jack Frost (---)/Femme Datsue-Ba (LV9)/Night Fomor (---)

Type DamageAilment/Magic

Bufula

TRAN Magic/4
Usage Combat



6



45



Does medium magical cold damage to a single target, and has a 25% chance of inflicting FREEZE status.

Users Element Aquans (LV19)/Fallen Forneus (LV21)/Snake Mizuchi (---)/Dragon Gui Xian (LV25)

Type DamageAilment/Magic

Bufudyne

TRAN Magic/7
Usage Combat



10



65



Does high magical cold damage to a single target, and has a 30% chance of inflicting FREEZE status.

Users Deity Odin (---)/Kishin Jikoku (LV54)/Holy Baihu (LV47)/Fairy Oberon (LV50)/Brute Sui-Ki (LV64)/Femme Atropos (---)

Type DamageAilment/Magic

Mabufa

TRAN Magic/3
Usage Combat



8



20



Does low magical cold damage to the enemy party, and has a 10% chance of inflicting FREEZE status.

Users Holy Unicorn (---)/Fairy Aquans (LV16)/Fairy Jack Frost (LV8)/Night Fomor (LV22)

Type Damage/Ailment/Magic

MabufuleTRAN Magic/7
Usage CombatMP 15
POW 35**EFF** Does medium magical cold damage to the enemy party, and has a 13% chance of inflicting FREEZE status.

Users Fairy Troll (LV39)/Fallen Forneus (LV25)/Snake Mizuchi (-)/Vile Arahabaki (LV31)/Foul Sakahagi (-)/Avatar Cai-Zhi (LV30)

Type Damage/Ailment/Magic

MabufudyneTRAN Magic/10
Usage CombatMP 25
POW 55**EFF** Does high magical cold damage to the enemy party, and has a 15% chance of inflicting FREEZE status.Users Deity Odin (LV69)/Tyrant Abaddon (LV70)/Tyrant Loki (-)/Night Black Frost (-)/Wilder Hresvelgr (-)/Fiend Trumpeter (-)/
Fiend Pale Rider (-)/Wilder Mothman (Shady Broker/Fourth Kalpa 1F)

Type Damage/Ailment/Magic

Ice BreathTRAN Mouth/5
UsageMP 9
POW 25**EFF** Deals low cold damage to multiple enemies at random 1-4 times, and has a 17% chance of inflicting FREEZE status.Users Protagonist (Wadatsumi/LV7)/Holy Baihu (-)/Yoma Isora (LV17)/Fairy Jack Frost (LV10)/Wilder Nue (LV32)/Dragon Gui Xian (LV28)/
Dragon Long (LV47)

Type Damage/Ailment/Magic

Glacial BlastTRAN Magic/8
Usage CombatMP 25
POW 65**EFF** Deals high cold damage at absolute zero (-273C) to multiple enemies at random 1-4 times, and has a 17% chance of inflicting FREEZE status.Users Protagonist (Miasma/LV52)/Fairy Titania (-)/Snake Quetzalcoatl (-)/Brute Sui-Ki (-)/Night Nyx (LV73)/Avatar Barong (LV63)/
Fiend Black Rider (-)

Type Attack Up/Automatic

Ice BoostTRAN Magic/6
Usage Combat**EFF**

When the possessor of this skill makes an ice-based attack, its power (base power, not the final damage dealt to the enemy) is increased by 1.5 times.

Users Protagonist (Wadatsumi/LV15)/Mitama Nigi Mitama (LV32)/Snake Quetzalcoatl (LV57)/Brute Sui-Ki (-)/Femme Atropos (LV70)/
Wilder Nue (LV34)/Wilder Hresvelgr (-)/Dragon Gui Xian (LV27)

Type Resist Up/Automatic

Anti-IceTRAN Magic/4
Usage Combat**EFF**

Reduces the damage taken by ice attacks by half. If the demon in question (e.g.: Yoma Isora) already had resistance to ice attacks, it reduces damage taken to 25%.

Users Protagonist (Wadatsumi/LV24)/Mitama Kusi Mitama (LV34)/Fairy Pyro Jack (LV23)

Type Resist Up/Automatic

Void IceTRAN Magic/7
Usage Combat**EFF**

Voids ice attacks (Take no damage). The Ice Drain and Ice Repel skills take precedence over this one.

Users Protagonist (Miasma/LV45)/Femme Yaksini (LV45)

Type Resist Up/Automatic

Ice DrainTRAN Magic/9
Usage Combat**EFF**

Any ice damage taken is healed rather than subtracted to HP total. If the owner is naturally strong to ice damage, it will only heal 50%, and if they were weak to ice it will heal more. This skill has precedence over Void Ice, but Ice Repel has precedence over it.

Users Protagonist (Miasma/LV60)/Snake Quetzalcoatl (LV58)

Type Resist Up/Automatic

Ice RepelTRAN Magic/10
Usage Combat**EFF**

When taking an ice attack, the owner of this skill takes no damage and repels the attack back at the attacker. (If the target is already strong to ice the repelled attack does less damage, and more if the target was weak to ice) Takes precedence over Ice Drain.

Users Protagonist (Masakados/LV1)/Tyrant Abaddon (LV73)

Type

Icy DeathTRAN ***
Usage Combat**EFF**

Create an ice floe riding on a tsunami that does damage to the enemy party, and has a chance to inflict them with FREEZE status.

Users Boss (Fallen Forneus) only

Elec Skills

Elec damage skills inflict SHOCK Ailment when they hit. Like Ice skills, they are of relatively low power.

Type Damage/Ailment/Magic TRAN Magic/1 Usage Combat	MP 3 POW 30	EFF Does low lightning damage to a single enemy, and has a 20% chance of inflicting SHOCK status.
Zio Users Element Erthys (---)/Element Aeros (---)/Fairy High Pixie (---)/Fairy Pixie (---)/Brute Shikigami (---)		
Type Damage/Ailment/Magic TRAN Magic/4 Usage Combat	MP 6 POW 45	EFF Does medium lightning damage to a single enemy, and has a 25% chance of inflicting SHOCK status.
Zionga Users Kishin Minakata (---)/Snake Naga (LV32)/Femme Taraka (LV24)/Wilder Raiju (---)		
Type Damage/Ailment/Magic TRAN Magic/7 Usage Combat	MP 10 POW 65	EFF Does high lightning damage to a single enemy, and has a 20% chance of inflicting SHOCK status.
Ziodyne Users Kishin Mikazuchi (---)/Kishin Thor (---)/Fairy Oberon (LV51)/Snake Yurlungur (---)/Femme Atropos (---)/Night Queen Mab (---)/Foul Phantom (LV47)/Seraph Gabriel (---)		
Type Damage/Ailment/Magic TRAN Magic/3 Usage Combat	MP 8 POW 20	EFF Does low lightning damage to the enemy party, and has a 10% chance of inflicting SHOCK status.
Mazie Users Kishin Minakata (---)/Element Erthys (LV11)/Yoma Apsaras (LV9)/Night Lilim (LV12)/Haunt Yaka (LV18)		
Type Damage/Ailment/Magic TRAN Magic/7 Usage Combat	MP 15 POW 35	EFF Does medium lightning damage to the enemy party, and has a 13% chance of inflicting SHOCK status.
Mazionga Users Kishin Mikazuchi (LV49)/Holy Feng Huang (LV39)/Mitama Saki Mitama (LV38)/Divine Virtue (LV44)/Haunt Pisaca (LV33)/Foul Sakahagi (---)/Foul Shadow (LV53)/Foul Phantom (LV43)		
Type Damage/Ailment/Magic TRAN Magic/10 Usage Combat	MP 25 POW 55	EFF Does high lightning damage to the enemy party, and has a 15% chance of inflicting SHOCK status.
Maziodyne Users Kishin Thor (LV78)/Tyrant Beelzebub *Human form (---)/Tyrant Beelzebub *Fly form (---)/Night Queen Mab (LV61)/Night Lilith (/After transformation LV82)/Seraph Gabriel (---)/Fiend Trumpeter (---)/Fiend The Harlot (---)/Wilder Mothman (Shady Broker/Fourth Kalpa 1F)		
Type Damage/Ailment/Magic TRAN Magic/5 Usage Combat	MP 9 POW 25	EFF Fires electrical attacks at multiple enemies at random 1-5 times for low damage, and has a 17% chance of inflicting SHOCK status.
Shock Users Protagonist (Narukami/LV21)/Kishin Mikazuchi (---)/Holy Shiisaa (---)/Snake Raja Naga (LV39)/Vile Girimehkala (LV60)/Wilder Raiju (LV27)		
Type Damage/Ailment/Magic TRAN Magic/9 Usage Combat	MP 25 POW 65	EFF Fires fierce electrical attacks at multiple enemies at random 1-5 times for high damage, and has a 15% chance of inflicting SHOCK status.
Bolt Storm Users Protagonist (Adama/LV60)/Fury Shiva (LV96)/Kishin Jikoku (LV57)/Snake Yurlungur (---)/Avatar Barong (---)/Raptor Gurr (LV67)/Fiend The Harlot (LV72)/Fiend Red Rider (LV56)		
Type Damage/Ailment/Magic TRAN *** Usage Combat	MP 25 POW 55	EFF Throws the sword Rebellion, sparking with electricity, into the enemy party to do high damage, and has a 15% chance of inflicting SHOCK status.
Roundtrip Users Fiend Dante (---) only		

Type Strengthen/Automatic

Elec Boost

TRAN Magic/6

Usage Combat

EFF

When the possessor of this skill makes an elec-based attack, its power (base power, not the final damage dealt to the enemy) is increased by 1.5 times.

Users Protagonist (Narukami/LV26)/Mitama Nigi Mitama (LV31)/Snake Yurlungur (LV67)/Femme Atropos (LV68)/
Tyrant Beelzebub (Man) (LV86)/Wilder Raiju (LV29)/Seraph Gabriel (LV90)

Type Resist Up/Automatic

Anti-Elec

TRAN Magic/4

Usage Combat

EFF

Reduces the damage taken by elec attacks by half. If the demon in question (e.g.: Fairy High Pixie) already had resistance to elec attacks, it reduces damage taken to 25%.

Users Protagonist (Narukami/LV30)/Mitama Kusi Mitama (LV35)/Fallen Forneus (LV24)

Type Resist Up/Automatic

Void Elec

TRAN Magic/7

Usage Combat

EFF

Voids elec attacks (Take no damage). The Elec Drain and Elec Repel skills take precedence over this one.

Users Protagonist (Narukami/LV44)/Wilder Mothman (LV47)/Foul Sakahagi (LV47)

Type Resist Up/Automatic

Elec Drain

TRAN Magic/9

Usage Combat

EFF

Any elec damage taken is healed rather than subtracted to HP total. If the owner is naturally strong to elec damage, it will only heal 50%, and if they were weak to elec it will heal more. This skill has precedence over Void Elec, but Elec Repel has precedence over it.

Users Protagonist (Adama/LV67)/Tyrant Surt (LV75)

Type Resist Up/Automatic

Elec Repel

TRAN Magic/10

Usage Combat

EFF

When taking an elec attack, the owner of this skill takes no damage and repels the attack back at the attacker. (If the target is already strong to elec the repelled attack does less damage, and more if the target was weak to elec) Takes precedence over Elec Drain.

Users Protagonist (Masakados LV1)/Lady Skadi (LV77)/Wilder Hresvelgr (LV79)

Force Skills

Force damage skills have the trait of instantly killing enemies afflicted with STONE at a high rate.

Type Damage/Magic

Zan

TRAN Magic/1

Usage Combat

MP 3

POW 37

EFF

Does low damage to a single enemy with a shockwave.

Users Jirae Kodama (-)/Jirae Sudama (-)/Wilder Zhen (-)/Foul Will o' Wisp (LV2)/Foul Mou-Ryo (LV8)

Type Damage/Magic

Zanma

TRAN Magic/4

Usage Combat

MP 6

POW 55

EFF

Does medium damage to a single enemy with a shockwave.

Users Yoma Koppa (LV24)/Divine Principality (-)/Foul Blob (LV20)

Type Damage/Magic

Zandyne

TRAN Magic/7

Usage Combat

MP 10

POW 75

EFF

Does high damage to a single enemy with a shockwave.

Users Yoma Jinn (-)/Beast Sparna (-)/Brute Fuu-Ki (-)/Femme Atropos (-)/Genma Cu Chulainn (LV53)/Raptor Gurr (-)

Type Damage/Magic

Mazan

TRAN Magic/3

Usage Combat

MP 8

POW 30

EFF

Does low damage to the enemy party with a shockwave.

Users Megami Uzume (-)/Jirae Sudama (LV14)/Wilder Zhen (LV10)/Foul Mou-Ryo (LV11)/Fiend Matador (-)

Type Damage/Magic Mazanma Users Megami Sarasvati (LV33)/Kishin Koumoku (-)/Holy Senri (LV28)/Mitama Saki Mitama (LV36)/Yoma Jinn (-)/Femme Shikome (-)/Foul Sakahagi (-)	TRAN Magic/7 Usage Combat	MP 15 POW 40	EFF Does medium damage to the enemy party with a shockwave.
Type Damage/Magic Mazandyne Users Megami Scathach (-)/Kishin Jikoku (LV56)/Yoma Purski (LV53)/Beast Sparna (LV55)/Brute Fuu-Ki (-)/Tyrant Mot (-)/Raptor Gurr (-)/Fiend Trumpeter (-)/Wilder Mothman (Shady Broker/Fourth Kalpa 1F)	TRAN Magic/10 Usage Combat	MP 25 POW 65	EFF Does high damage to the enemy party with a shockwave.
Type Damage/Magic Wing Buffet Users Holy Feng Huang (-)/Yoma Karasu (-)/Yoma Koppa (-)/Fairy High Pixie (-)/Fairy Pixie (LV6)/Divine Archangel (LV21)/Beast Badb Catha (LV25)/Night Incubus (-)/Wilder Zhen (LV9)/Wilder Hresvelgr (-)	TRAN Wing/5 Usage Combat	MP 9 POW 30	EFF Use wings to create a shockwave, which attacks multiple enemies at random 1-5 times for low damage.
Type Damage/Magic Tornado Users Protagonist (Hifumi/LV17)/Yoma Karasu (LV33)/Fairy Oberon (LV49)/Jirae Gogmagog (-)	TRAN Magic/7 Usage Combat	MP 25 POW 65	EFF Creates several tornadoes, which attack multiple enemies at random 1-4 times for high damage.
Type Damage/Magic Wind Cutter Users Protagonist (Gundari/LV64)/Megami Scathach (LV69)/Snake Yurlungur (LV70)/Genma Kurama (LV42)/Avatar Yatagarasu (LV47)/Avian Garuda (LV66)/Raptor Gurr (LV66)/Fiend Red Rider (-)	TRAN Magic/9 Usage Combat	MP 13 POW 90	EFF Fires a blade of wind at a single enemy for extra-high damage.
Type Damage--Ailment/Magic Wet Wind Users Vile Pazuzu (LV49) only	TRAN (N/A) Usage Combat	MP 25 POW 65	EFF Fires a gust of humid air at the enemy party to create a shockwave that does high damage, and has a 20% chance of inflicting STUN status.
Type Damage/Magic Whirlwind Users Fiend Dante (-) only	TRAN (N/A) Usage Combat	MP 25 POW 65	EFF Attacks the enemy party for high damage with a whirlwind created from a sword swing.
Type Damage--Weaken/Magic Hell Exhaust Users Fiend Hell Biker (LV42) only	TRAN (N/A) Usage Combat	MP 15 POW 40	EFF Does medium damage to the enemy party with a shockwave created from motorcycle exhaust. If it hits (even if voided, drained, or repelled) it negates the effects of any '-kaja' spells the target had cast (same effect as Dekaja).
Type Strengthen/Automatic Force Boost Users Protagonist (Hifumi/LV22)/Megami Sarasvati (LV34)/Mitama Nigi Mitama (LV33)/Yoma Jinn (-)/Yoma Purski (LV51)/Femme Atropos (LV69)/Genma Kurama (LV40)/Avatar Yatagarasu (LV49)	TRAN Magic/6 Usage Combat	EFF	When the possessor of this skill makes a force-based attack, its power (base power, not the final damage dealt to the enemy) is increased by 1.5 times.
Type Resist Up/Automatic Anti-Force Users Protagonist (Hifumi/LV27)/Mitama Kusi Mitama (LV33)/Beast Badb Catha (LV26)/Jirae Kodama (LV7)	TRAN Magic/4 Usage Combat	EFF	Reduces the damage taken by force attacks by half. If the demon in question (e.g.: Jirae Sudama) already had resistance to force attacks, it reduces damage taken to 25%.

Type Resist Up/Automatic

Void ForceTRAN Magic/7
Usage Combat

EFF

Voids Force attacks (Take no damage). The Force Drain and Force Repel skills take precedence over this one.

Users Protagonist (Hifumi/LV40)/Vile Pazuzu (LV46)/Foul Sakahagi (LV46)

Type Resist Up/Automatic

Force DrainTRAN Magic/9
Usage Combat

EFF

Any force damage taken is healed rather than subtracted to HP total. If the owner is naturally strong to force damage, it will only heal 50%, and if they were weak to force it will heal more. This skill has precedence over Void Force, but Force Repel has precedence over it.

Users Protagonist (Gundari/LV66)/Tyrant Mot (LV94)/Wargod Ganesha (LV60)

Type Resist Up/Automatic

Force RepelTRAN Magic/10
Usage Combat

EFF

When taking a force attack, the owner of this skill takes no damage and repels the attack back at the attacker. (If the target is already strong to force the repelled attack does less damage, and more if the target was weak to force) Takes precedence over Force Drain.

Users Protagonist (Masakados/LV1)/Megami Scathach (LV65)

Almighty Skills

These damage skills are magic, but cannot be repelled by Makarakarn. They are useful in many situations.

Type Damage/Magic

MegidoTRAN Magic/8
Usage Combat

MP

30

POW

70

EFF

Bathes the enemy party in divine flames for medium damage.

Users Protagonist (Kailash/LV75)/Fallen Decarabia (LV63)/Brute Ongyo-Ki (LV82)/Brute Shiki-Ouji (LV58)/Vile Tao Tie (----)/Haunt Rakshasa (LV67)/Haunt Preta (Shady Broker/Third Kalpa B1F)

Type Damage/Magic

MegidolaTRAN Magic/10
Usage Combat

MP

37

POW

80

EFF

Bathes the enemy party in divine flames for high damage.

Users Protagonist (Kailash/LV84)/Deity Mithra (---)/Femme Atropos (LV72)/Night Lilith (LV84)/Seraph Uriel (LV76)/Fiend Black Rider (LV64)/Haunt Preta (Shady Broker/Third Kalpa B1F)

Type Damage/Magic

MegidolaonTRAN Magic/14
Usage Combat

MP

50

POW

90

EFF

Bathes the enemy party in divine flames for extra-high damage.

Users Protagonist (Masakados/LV1)/Fury Shiva (LV98)/Tyrant Bee zebub (Both forms) (-)/Tyrant Mot (LV95)/Night Liith (Post-transformation/LV86)/Seraph Michael (LV94)/Seraph Metatron/Fiend Trumpeter (LV79)/Fiend Black Rider (LV66)/Haunt Preta (Shady Broker/Third Kalpa B1F)/Wild Mothman (Shady Broker/Fourth Kapa 1F)

Type Drain/Magic

DeathtouchTRAN Magic/1
Usage Combat

MP

5

POW

30

EFF

Drains HP from a single enemy, healing the HP of the user at the same time.

Users Haunt Preta (LV6)/Haunt Yaka (---)/Haunt Legion (---)/Foul Will o' Wisp (LV4)/Foul Slime (---)/Foul Black Ooze (LV30)/Foul Mou-Ryo (LV9)

Type Drain/Magic

Mana DrainTRAN Magic/5
Usage Combat

MP

2

POW

15

EFF

Drains MP from a single enemy, healing the MP of the user at the same time.

Users Vile Tao Tie (---)/Night Incubus (---)/Night Succubus (---)/Night Lilith (Post Transformation/LV83)/Haunt Rakshasa (---)/Haunt Pisaca (---).

Type Drain/Magic

Life DrainTRAN Magic/7
Usage Combat

MP

10

POW

HP30/MP15

EFF

Drinks the blood of an enemy, draining its HP and MP while healing the HP and MP of the user at the same time.

Users Vile Tao Tie (LV66)/Night Incubus (LV29)/Night Succubus (LV40)/Night Lilith (Post-Transformation/LV83)/Haunt Rakshasa (LV64)/Haunt Pisaca (LV30)

Death Flies	Type	Damage--Instant Death/Magic	
	TRAN	(N/A)	MP 50
	Usage	Combat	POW 90
EFF Does extra-high damage to the enemy party with a swarm of flies. In addition, if the target has no immunity to Death (Void Death, Death Repel, or Death Drain) then they will be killed instantly with 100% accuracy.			
Users Tyrant Beelzebub (Fly) (LV96) only			

Fire of Sinai	Type	Damage/Magic	
	TRAN	(N/A)	MP 50
	Usage	Combat	POW 90
EFF Attacks multiple enemies with divine flames at random 1-5 times for high damage.			
Users Seraph Metatron (LV97) only			

Stinger	Type	Damage--Instant Death/Technique	
	TRAN	(N/A)	HP 12%
	Usage	Combat	POW 40
EFF A stab with the sword Rebellion for medium damage, and randomly instantly kills opponents. (Death resistance does not help). It is an almighty-type skill but as it is a Technique, it can be countered. Has a high rate of dealing critical hits.			
Users Fiend Dante (LV82) only			

Showtime	Type	Damage/Magic	
	TRAN	(N/A)	MP 40
	Usage	Combat	POW 90
EFF Does extra-high damage to the enemy party with shots from the twin guns Ebony and Ivory.			
Users Fiend Dante (LV84) only			

Beast Roar	Type	Damage--Healing/Magic	
	TRAN	(N/A)	MP 37
	Usage	Combat	POW 80
EFF Does extra-high damage to the enemy party with a roar, and heals the user's by 10% of their Max HP as well.			
Users Fiend Mother Harlot (LV73) only			

Pestilence	Type	Damage--Instant Death/Magic	
	TRAN	(N/A)	MP 16
	Usage	Combat	POW 50
EFF Does high damage to the enemy party with a huge scythe. In addition, any targets that were afflicted with POISON will instantly die.			
Users Fiend Pale Rider (--) only			

Meditation	Type	Drain/Magic	
	TRAN	(N/A)	MP 10
	Usage	Combat	POW HP30/MP60
EFF Meditate and drain a single enemy's HP and MP, healing the user's HP and MP at the same time.			
Users Fiend Daisoujou (--) only			

Freikugel	Type	Damage/Technique	
	TRAN	(N/A)	HP 17%
	Usage	Combat	POW 65
EFF Does high damage to a single enemy with a fierce blast of mental energy. Has a very high accuracy rate for a technique-type skill, and occasionally deals critical hits. While being almighty-type, it works with the "Pierce" skill to negate resistances as well.			
Users Protagonist (Kailash/LV80) only			

Sol Niger	Type	Fixed Damage/Magic	
	TRAN	(N/A)	EFF
	Usage	Combat	
EFF Reduces the entire enemy party to "1 remaining HP" status. The damage can be neither negated nor reduced via resistances			
Users Boss (Tyrant Aciel) only			

God's Curse	Type	Ailment/Magic	
	TRAN	(N/A)	EFF
	Usage	Combat	
EFF Inflicts CHARM, PANIC, SLEEP, BIND, or STUN Ailment on the enemy party. Cannot be negated with resistances.			
Users Boss (Vile Samael) only			

Type Instant Death/Magic

Hell's Call

TRAN (N/A)

Usage Combat

EFF

Instantly kills a single enemy that violates the given rules of battle. Cannot be blocked by Death resistance. For details, see strategies on defeating Tyrant Ahriman on p215.

Users Boss (Tyrant Ahriman) only

Type Damage/Magic

Apocalypse

TRAN (N/A)

Usage Combat

EFF

Does high damage to the enemy party with a great wave of energy.

Users Boss (Tyrant Ahriman) only

Type Damage/Magic

Vast Light

TRAN (N/A)

Usage Combat

EFF

Does high damage to the enemy party by Kagutsuchi's light. Only usable when Kagutsuchi is FULL.

Users Boss (Light Kagutsuchi/First form) only

Type

Infinite Light

TRAN (N/A)

Usage Combat

EFF

Does extra-high damage to the enemy party by Kagutsuchi's light. Only usable when Kagutsuchi is FULL.

Users Boss (Light Kagutsuchi/Second form) only

Type Damage-Ailment/Magic

High King

TRAN (N/A)

Usage Combat

EFF

Using the supreme power of the Demon Lord, does extreme damage to the enemy party, and automatically affects them with BIND status. The BIND status can be avoided with Nerve resistance.

Users Boss (Demon Lucifer) only

Type Fixed Damage/Magic

Root of Evil

TRAN (N/A)

Usage Combat

EFF

At random, has one of the following effects on the enemy party: Reduce HP to 1/2 (40%), Reduce HP to 1/4 (20%), Reduce HP to 1/10 (10%), MUTE (10%), STUN (10%), POISON (10%). The Ailments can be avoided with the respective resistances.

Users Boss (Demon Lucifer) only

Expel Skills

Most of these are Instant Death or Fixed Damage skills. Many have no effect at all with bad luck, but the chance to defeat the enemy in one blow can make the risk worth it.

Type Instant Death/Magic

Hama

TRAN Magic/3

Usage Combat

MP

6

POW

EFF

Has a 40% chance to instantly kill a single enemy with Anti-demon power.

Users Megami Uzume (LV19)/Divine Archangel (LV19)/Divine Angel (----

Type Instant Death/Magic

Hamaon

TRAN Magic/6

Usage Combat

MP

10

POW

EFF

Has a 60% chance to instantly kill a single enemy with Anti-demon power.

Users Kishin Zouchou (LV29)/Divine Power (LV36)/Divine Principality (LV31)/Avatar Cai-Zhi (LV27)

Type Instant Death/Magic

Mahama

TRAN Magic/6

Usage Combat

MP

15

POW

EFF

Has a 20% chance to instantly kill the enemy party with Anti-demon power.

Users Deity Horus (----)/Kishin Zouchou (----)/Yoma Karasu (LV31)/Divine Virtue (----)/Divine Power (LV35)/Femme Clotho (----

Type	Instant Death/Magic	MP	25	EFF	Has a 30% chance to instantly kill the enemy party with Anti-demon power.
Mahamaon	TRAN Magic/9	POW	----		
Users	Deity Mithra (LV82)/Divine Throne (----)/Divine Dominion (LV55)/Brute Shiki-Ouji (LV57)/Vile Samael (----)/Seraph Metatron (----)/Seraph Raphael (LV86)/Avian Garuda (LV64)/Fend Daisoujou (----)/Wilder Mothman (Shady Broker/Fourth Kalpa B1F)				
Usage	Combat				

Type	Damage/Magic	MP	10	EFF	Does extra-high damage against a single enemy with Anti-demon power.
Violet Flash	TRAN Magic/8	POW	75		
Users	Protagonist (Nirvana/LV32)/Deity Horus (LV43)/Divine Dominion (----)/Genma Kurama (LV39)/Dragon Long (LV48)/Avatar Yatagarasu (----)				
Usage	Combat				

Type	Fixed Damage/Magic	MP	12	EFF	Fires a thunderbolt of retribution at a demon to reduce its HP to half of its current level. If the target has the Anti-Expel skill, it reduces the rate of success but not damage.
Thunderclap	TRAN Magic/6	POW	----		
Users	Protagonist (Sophia/LV45)/Megami Scathach (LV67)/Fury Beiji-Weng (---)/Lady Parvati (LV60)/Kishin Bishamon (----)/Divine Virtue (LV45)/Genma Cu Chulainn (LV54)				
Usage	Combat				

Type	Damage/Magic	MP	30	EFF	Does extra-high damage against the enemy party with a flash of Anti-demon pure light.
Radiance	TRAN Magic/11	POW	75		
Users	Protagonist (Masakado/LV1)/Deity Vishnu (LV96)/Lady Parvati (LV61)/Seraph Uriel (LV77)/Seraph Gabriel (LV91)				
Usage	Combat				

Type		MP	36	EFF	Exacts divine retribution on the enemy party, reducing all enemies' HP to half of their current levels. If the targets have the Anti-Expel skill, it reduces the rate of success but not damage.
Holy Wrath	TRAN Magic/11	POW	----		
Users	Protagonist (Sophia/LV70)/Deity Vishnu (----)/Deity Mithra (LV80)/Fury Beiji-Weng (LV65)/Divine Throne (LV67)/Divine Metatron (LV96)/Divine Raphael (LV88)				
Usage	Combat				

Type	Fixed Damage/Magic	MP	10	EFF	Bathes the enemy party in divine light, reducing all enemies' HP to 20% of their current levels. If the targets have the Anti-Expel skill, it reduces the rate of success but not damage.
Godly Light	TRAN (N/A)	POW	----		
Users	Deity Amaterasu (LV57) only				
Usage	Combat				

Type	Damage/Magic	MP	22	EFF	Does high damage to the enemy party with the holy light of the morning star.
Starlight	TRAN (N/A)	POW	50		
Users	Genma Kurama (LV43) only				
Usage	Combat				

Type	Instant Death/Magic	MP	20	EFF	Fires a divine arrow at a single enemy, killing it instantly. If the target does not have Expel Void/Repel/Drain then it will kill it with 100% accuracy.
God's Bow	TRAN (N/A)	POW	--		
Users	Fiend White Rider (----) only				
Usage	Combat				

Type	Resist Up/Automatic	MP		EFF	Reduces the success rate of Instant Death or HP-level reducing Expel skills, and halves the damage of pure-damage Expel skills. If a demon already has Expel resistance (e.g.: Tyrant Surt) then Hama's chance of working would be reduced to 10%. (base 40% x resist 50% x 50%)
Anti-Expel	TRAN Magic/5				
Users	Protagonist (Nirvana/LV33)/Element (----)/Foul Black Ooze (LV33)				
Usage	Combat				

Type	Resist Up/Automatic	MP		EFF	voids Expel attacks. (Take no damage, avoid Instant Death attacks)
Void Expel	TRAN Magic/8				
Users	Protagonist (Nirvana/LV56)/Night Kaiwan (LV52)				
Usage	Combat				

Death Skills

Like Expel skills, many Death skills instantly kill their targets. In addition, skills that cause the STONE ailment are Death-type.

Mudo Type Instant Death/Magic TRAN Magic/3 Usage Combat MP 6 POW -- Users Fallen Eligor (LV30)/Fallen Berith (-)/Vile Arahabaki (LV33)	EFF Has a 40% chance of instantly killing a single target with a curse.
Mudoon Type Instant Death/Magic TRAN Magic/6 Usage Combat MP 10 POW -- Users Brute Ongyo-Ki (LV84)/Brute Ikusa (LV48)/Tyrant Loki (LV56)/Night Kaiwan (-)/Foul Shadow (-)	EFF Has a 60% chance of instantly killing a single target with a curse.
Mamudo Type Instant Death/Magic TRAN Magic/6 Usage Combat MP 15 POW -- Users Protagonist (Anathema/LV35)/Kishin Okuninushi (-)/Femme Dakini (LV53)/Night Loa (-)/Wilder Nue (LV35)	EFF Has a 20% chance of instantly killing the enemy party with a curse.
Mamudoon Type Instant Death/Magic TRAN Magic/9 Usage Combat MP 25 POW -- Users Protagonist (Anathema/LV49)/Deity Mitra (-)/Fury Beiji-Weng (LV64)/Brute Shiki-Ouji (-)/Vile Samael (-)/Night Black Frost (-)/Night Loa (LV57)/Haunt Legion (LV54)/Raptor Gurr (LV64)/Fiend Daisoujou (LV38)/Fiend Black Rider (LV63)/Wilder Mothman (Shady Broker/Fourth Kalpa BIF)	EFF Has a 30% chance of instantly killing the enemy party with a curse.
Stone Gaze Type Ailment/Magic TRAN Eye/7 Usage Combat MP 6 POW -- Users Megami Laksmi (LV56)/Yoma Dis (LV25)/Fallen Eligor (LV34)/Femme Shikome (-)/Vile Arahabaki (LV32)/Night Loa (LV55)/Haunt Choronzon (LV15)	EFF Throw a petrifying gaze at a single enemy, for a 50% chance to inflict them with STONE status.
Evil Gaze Type Fixed Damage/Magic TRAN Eye/8 Usage Combat MP 8 POW -- Users Protagonist (Anathema/LV38)/Jirae Gogmagog (LV58)/Brute Sui-Ki (LV63)/Vile Baphomet (LV34)/Night Incubus (LV28)/Night Kaiwan (LV51)/Wilder Mothman (-)	EFF Uses an 'evil eye' gaze to curse a single enemy, and reduce its HP to 1. If it hits it always works providing the target has no resistance to Death, but its success rate is rather low.
Hell Gaze Type Instant Death/Magic TRAN Eye/9 Usage Combat MP 10 POW -- Users Deity Vishnu (-)/Fury Beiji-Weng (LV62)/Fallen Decarabia (LV60)/Femme Clotho (-)/Vile Tao Tie (LV67)/Vile Pazuzu (-)/Night Lilith (-)/Haunt Legion (LV52)	EFF Makes eye contact with an enemy to curse them, with a 70% chance of killing them outright.
Anti-Death Type Resist Up/Automatic TRAN Magic/5 Usage Combat Users Protagonist (Anathema/LV32)/Kishin Zouchou (LV30)/Femme Shikome (LV33)	EFF Reduces the success rate of Instant Death or Ailment Death skills by half. If a demon already has Death WEAKNESS (e.g.: Deity Horus) then with this skill Mudo's chance of working would be reduced to 30% (base 40% x resist 150% x 50%).
Void Death Type Resist Up/Automatic TRAN Magic/8 Usage Combat Users Protagonist (Satan/LV55)/Avatar Barong (LV64)	EFF Negates the effect of Death attacks (Take no damage, avoid Instant death and Ailment effects)

Curse Skills

These are mostly Ailment skills. The status they produce are MUTE or POISON, and their rate of success is somewhat low.

Makajam Type Ailment/Magic TRAN Magic/5 Usage Combat MP 4 POW -- EFF Has a 40% chance of afflicting a single enemy with MUTE status, so it cannot use Magic skills (Skills that require MP). Users Kishin Minakata (LV18)/Yoma Apsaras (LV11)/Yoma Dis (--)/Divine Dominion (LV54)
Makajamon Type Ailment/Magic TRAN Magic/8 Usage Combat MP 11 POW -- EFF Has a 20% chance of afflicting the enemy party with MUTE status, so they cannot use Magic skills (Skills that require MP). Users Protagonist (Muspell/LV53)/Deity Odin (LV67)/Lady Skadi (LV75)/Kishin Okuninushi (LV42)/Femme Rangda (LV74)/Vile Tao Tie (LV69)/Tyrant Loki (--)/Fiend The Harlot (--)
Mute Gaze Type Ailment/Magic TRAN Eye/3 Usage Combat MP 5 POW -- EFF With a magic gaze, has a 40% chance of afflicting a single enemy with MUTE status, so it cannot use Magic skills (Skills that require MP). Users Megami Sarasvati (--)/Kishin Futomimi (--)/Divine Throne (LV66)/Beast Nekomata (LV22)/Brute Shiki-Ouji (LV56)/Wilder Zhen (--)/Foul Black Ooze (--)
Dismal Tune Type Damage--Ailment/Magic TRAN Magic/7 Usage Combat MP 30 POW 55 EFF Play a magical melody that does medium damage to the enemy party, and has a 15% chance of afflicting them with MUTE status. Users Fury Dionysus (LV46)/Fallen Berith (LV40)/Femme Dakini (--)/Vile Girimehkala (LV59)/Vile Baphomet (LV37)
Toxic Cloud Type Damage--Ailment/Magic TRAN Mouth/4 Usage Combat MP 8 POW 25 EFF Breathe poison gas for low damage on multiple enemies at random 1-4 times, and has a 20% chance of inflicting POISON status. Users Snake Quetzalcoatl (LV59)/Snake Nozuchi (--)/Avatar Cai-Zhi (--)
Soul Divide Type Fixed Damage--Ailment/Magic TRAN (N/A) Usage Combat MP 30 POW -- EFF Reduces all enemies' HP by half of their current level, and also inflicts MUTE status if it hits. Users Fiend Black Rider (--) only
Anti-Curse Type Resist Up/Automatic TRAN Magic/3 Usage Combat EFF When being attacked with a curse attack, reduces damage and the chance to be affected with Ailment by half. If a demon already has Curse resistance (e.g.: Wilder Bicorn) then with this skill Mute Gaze's chance of working would be reduced to 10%. (base 40% x resist 50% x 50%) Users Element Erthys (LV9)/Brute Shikigami (LV7)
Void Curse Type Resist Up/Automatic TRAN Magic/6 Usage Combat EFF Negates the effects of Curse Skills (Take no damage, and avoid Ailment effects) Users Protagonist (Murakumo/LV42)/Fairy Setanta (LV46)/Night Black Frost (LV68)
Bael's Bane Type Ailment/Magic TRAN (N/A) Usage Combat EFF Inflict an ancient god's curse on a single enemy, afflicting them with FLY status. Users

Nerve Skills

There are very few of these types of skills. They inflict BIND and STUN status, but there may be few opportune times to use them.

Type	Ailment/Magic	MP	5	EFF	Has a 65% chance of inflicting BIND status on a single enemy.
Shibaboo	TRAN Magic/2 Usage Combat	POW	--		
Users	Yoma Koppa (LV21)/Femme Taraka (--)/Femme Datsue-Ba (--)				

Type	Ailment/Magic	MP	14	EFF	Has a 20% chance of inflicting BIND status on the enemy party.
Binding Cry	TRAN Mouth/6 Usage Combat	POW	--		
Users	Deity Atavaka (LV49)/Yoma Purski (--)/Beast Cerberus (--)/Brute Fuu-Ki (LV67)/Femme Yaksini (LV44)/Vile Girimehkala (--)/Avatar Barong (--)				

Type	Ailment/Magic	MP	5	EFF	A gaze that assaults the nervous system of a single enemy, for a 40% chance of inflicting STUN status.
Stun Gaze	TRAN Eye/4 Usage Combat	POW	--		
Users	Kishin Minakata (LV20)/Fairy Pyro Jack (LV20)/Jirae Titan (LV50)/Wilder Bicorn (LV20)/Haunt Pisaca (LV29)/Haunt Chatterskull (--)				

Type	Resist Up/Automatic	MP		EFF	When taking a Nerve attack, reduces the chance of being afflicted with Ailment by half. If a demon already has Nerve resistance (e.g.: Wilder Zhen) then with this skill Jibaboo's chance of working would be reduced to 16%. (base 65% x resist 50% x 50%)
Anti-Nerve	TRAN Magic/3 Usage Combat				
Users	Element Aquans (LV17)/Wilder Bicorn (LV18)				

Type	Resist Up/Automatic	MP		EFF	Negates the effect of Nerve skills (Avoid Ailment effects)
Void Nerve	TRAN Magic/6 Usage Combat				
Users	Protagonist (Murakumo/LV37)/Fairy Kelpie (LV28)/Divine Power (LV37)/Night Black Frost (LV69)/Wilder Zhen (LV11)				

Mind Skills

The element that is associated with the SLEEP, PANIC and CHARM Ailments. Mind magic skills have high success rate and are quite useful.

Type	Ailment/Magic	MP	6	EFF	Sings a mind-warping lullaby that has a 70% chance of inflicting SLEEP status.
Lullaby	TRAN Magic/2 Usage Combat	POW	--		
Users	Element Aeros (LV12)/Yoma Apsaras (--)/Yoma Isora (LV16)/Night Fomor (--)				

Type	Ailment/Magic	MP	9	EFF	Has a 30% chance of afflicting the enemy party with SLEEP status.
Dormina	TRAN Magic/3 Usage Combat	POW	--		
Users	Mitama Saki Mitama (--)/Yoma Apsaras (LV12)/Femme Datsue-Ba (LV11)/Femme Lachesis (LV65)/Night Queen Mab (LV59)/Night Succubus (--)/Night Nyx (--)/Haunt Chatterskull (LV22)				

Type	Instant Death/Magic	MP	16	EFF	Warps the minds of the enemy party, so that any targets that are affected with SLEEP status die instantly.
Eternal Rest	TRAN Magic/6 Usage Combat	POW	--		
Users	Fallen Decarabia (LV61)/Femme Clotho (LV60)/Vile Baphomet (LV36)/Night Succubus (LV38)/Night Nyx (--)/Fiend Pale Rider (LV64)				

Pulinpa	Type	Ailment/Magic	MP	5	EFF Has a 60% chance of inflicting PANIC status on a single target.
	TRAN	Magic/3	POW	--	
	Usage	Combat			
Users Fairy Kelpie (---)/Fairy Titania (LV59)/Wilder Bicorn (LV19)/Haunt Legion (LV53)/Haunt Mou-ryo (---)					

Sonic Wave	Type	Ailment/Magic	MP	9	EFF Emits a mind-distorting sound wave at the enemy party and has a 20% chance of afflicting them with PANIC status.
	TRAN	Magic/6	POW	--	
	Usage	Combat			
Users Holy Chimera (LV59)/Femme Shikome (LV34)/Night Kaiwan (---)/Haunt Pisaca (LV31)/Foul Slime (LV10)					

Panic Voice	Type	Ailment/Magic	MP	8	EFF Let out a confusing cry which has a 30% chance of inflicting PANIC status on the enemy party.
	TRAN	Mouth/7	POW	--	
	Usage	Combat			
Users Yoma Purski (LV50)/Beast Inugami (LV17)/Vile Arahabaki (LV34)/Tyrant Abaddon (---)/Wilder Nue (LV33)/Wilder Mothman (LV45)/Foul Sakahagi (---)/Foul Black Ooze (LV32)					

Tentarafoo	Type	Damage--Ailment/Magic	MP	15	EFF Does damage to the enemy party, and has a 20% chance of afflicting them with PANIC status.
	TRAN	Magic/8	POW	50	
	Usage	Combat			
Users Protagonist (Muspell/LV49)/Lady Kali (---)/Brute Ongyo-Ki (---)/Femme Yaksini (LV46)/Vile Pazuzu (LV48)/Night Succubus (LV41)					

Sexy Gaze	Type	Ailment/Magic	MP	5	EFF Throw an alluring look for a 55% chance of inflicting CHARM status on a single target.
	TRAN	Eye/3	POW	--	
	Usage	Combat			
Users Megami Sati (---)/Lady Kikuri-Hime (---)/Jirae Hua Po (LV8)/Night Incubus (---)/Night Succubus (LV39)/Night Lilim (---)					

Marin Karin	Type	Ailment/Magic	MP	5	EFF Has a 55% chance of inflicting CHARM status on a single target.
	TRAN	Magic/4	POW	--	
	Usage	Combat			
Users Element Aeros (LV13)/Fairy Kelpie (LV29)/Beast Nekomata (---)/Foul Blob (LV18)					

Allure	Type	Ailment/Magic	MP	13	EFF Has a 45% chance of inflicting CHARM status on the enemy party.
	TRAN	Magic/8	POW	--	
	Usage	Combat			
Users Megami Sati (LV52)/Fury Shiva (---)/Femme Clotho (LV61)/Night Lilith (---)/Post-transformation LV81					

Intoxicate	Type	Ailment/Magic	MP	15	EFF Launch a wave with the power to inebriate everything for a 60% chance of afflicting the enemy party with PANIC status.
	TRAN	(N/A)	POW	--	
	Usage	Combat			
Users Vile Mada (LV84) only					

Death Lust	Type	Damage--Ailment/Magic	MP	15	EFF Using the caster's intense allure, deals medium damage to the enemy party, and has a 20% chance of afflicting them with CHARM status.
	TRAN	(N/A)	POW	50	
	Usage	Combat			
Users Fiend The Harlot (---) only					

Preach	Type	Ailment/Magic	MP	15	EFF Chant a sutra to move Buddha himself for a 40% chance to afflict the enemy party with CHARM, PANIC or SLEEP status.
	TRAN	(N/A)	POW	--	
	Usage	Combat			
Users Fiend Daisoujou (LV40) only					

Type	Ailment/Magic	MP	18	EFF	Dance a strange dance, which has a 65% chance of afflicting the enemy party with PANIC status.
Wild Dance	TRAN (N/A)	POW	--		
Usage	Combat				
Users	Protagonist (Miasma/LV31) only				

Type	Resist Up/Automatic	MP		EFF	When taking a Mind attack, reduces damage and the chance of being afflicted with Ailment by half. If a demon already has Mind resistance (e.g.:Femme Shikome) then with this skill Lullaby's chance of working would be reduced to 18%. (base 70% x resist 50% x 50%)
Anti-Mind	TRAN Magic/3	POW			
Usage	Combat				
Users	Element Aeros (LV14)/Yoma Apsaras (LV10)				

Type	Resist Up/Automatic	MP		EFF	Negates the effect of Mind skills (Take no damage, and avoid Ailment ailments)
Void Mind	TRAN Magic/6	POW			
Usage	Combat				
Users	Protagonist (Murakumo/LV34)/Element Raemis (LV23)/Night Black Frost (LV70)/Avatar Makami (LV23)				

Type	Ailment/Magic	MP		EFF	Emits a flash of light that has a 60% chance of afflicting the enemy party with CHARM status.
Evil Gleam	TRAN (N/A)	POW			
Usage	Combat				
Users	Boss (Demon Lucifer) only				

Healing Skills

These skills heal HP/MP, or recover from Ailment. You will want HP healing skills on at least one of your allies at all times.

Type	HP Healing/Magic	MP	3	EFF	Heals a small amount of HP to a single ally. During combat, only active participants can cast it, but outside of battle demons can cast it from the stock.
Dia	TRAN Magic/2	POW	--		
Usage	Anytime				
Users	Protagonist (Ankh/LV5)/Element Aeros (--)/Fairy Pixie (--)/Divine Angel (--)/Jirae Kodama (LV4)/Haunt Yaka (LV20)				

Type	HP Healing/Magic	MP	7	EFF	Heals a medium amount of HP to a single ally. During combat, only active participants can cast it, but outside of battle demons can cast it from the stock.
Diarama	TRAN Magic/6	POW	--		
Usage	Anytime				
Users	Protagonist (Geis/LV37)/Lady Kikuri-Hime (--)/Holy Unicorn (LV26)/Yoma Jinn (LV45)/Yoma Dis (LV24)/Fairy Kelpie (LV30)/Divine Archangel (LV23)/Divine Principality (LV29)/Jirae Gogmagog (--)/Night Black Frost (LV67)/Haunt Yaka (LV22)/Avatar Makami (LV25)				

Type	HP Healing/Magic	MP	15	EFF	Heals a single ally's HP to max. During combat, only active participants can cast it, but outside of battle demons can cast it from the stock.
Diarahan	TRAN Magic/9	POW	--		
Usage	Anytime				
Users	Protagonist (Geis/LV47)/Kishin Jikoku (--)/Fairy Oberon (LV48)/Fairy Troll (LV43)/Divine Dominion (--)/Beast Sparna (LV58)/Vile Mada (LV85)/Night Queen Mab (LV57)				

Type	HP Healing/Magic	MP	12	EFF	Heals a small amount of HP to all allies. It can be cast in or out of combat, but it can only be cast on demons in the active party.
Media	TRAN Magic/5	POW	--		
Usage	Anytime				
Users	Protagonist (Ankh/LV19)/Megami Uzume (--)/Holy Unicorn (--)/Element Raemis (LV22)/Yoma Isora (LV18)/Beast Inugami (LV14)				

Type	HP Healing/Magic	MP	20	EFF	Heals a medium amount of HP to all allies. It can be cast in or out of combat, but it can only be cast on demons in the active party.
Mediarama	TRAN Magic/8	POW	--		
Usage	Anytime				
Users	Protagonist (Geis/LV44)/Deity Horus (LV42)/Lady Kushinada (--)/Lady Parvati (LV58)/Mitama Saki Mitama (LV37)/Fairy Oberon (--)/Divine Virtue (--)/Vile Pazuzu (--)/Night Queen Mab (--)				

Type	HP Healing/Magic		MP	35	EFF	Heals all allies' HP to max. It can be cast in or out of combat, but it can only be cast on demons in the active party.
TRAN	Magic/11		POW	--		
Mediarahan						
Usage	Anytime					
Users	Protagonist (Sophia/LV63)/Megami Laksmi (-)/Kishin Thor (LV77)/Fairy Titania (LV58)/Divine Throne (LV65)/Snake Yurlungur (LV68)/Femme Clotho (LV59)/Night Queen Mab (Post-transformation/LV57)/Avatar Barong (LV62)/Haunt Preta (Shady Broker/Third Kalpa B1F)					

Type	HP Healing--Ailment Curing/Magic		MP	50	EFF	Heals all allies' HP to max, and cures all Ailment ailments except FLY. Can only be used in combat.
Prayer	TRAN	Magic/11				
	Usage	Combat	POW	--		
Users	Deity Amaterasu (LV60)/Deity Vishnu (-)/Fairy Titania (LV62)/Seraph Raphael (LV85)/Fiend Daisoujou (LV39)/Wilder Nue (Shady Broker/Second Kalpa B2F)					

Type	Revival/Magic	MP	20	EFF	Revives a dead ally in your Stock. Only heals a small amount of its HP upon revival. Can be used both in and out of combat, but the revived demon must be re-summoned before it can participate in combat again.
TRAN Magic/8		POW	--		
Usage Anytime					
Users Megami Sati (-)/Megami Sarasvati (LV31)/Lady Kikuri-Hime (LV28)/Holy Feng Huang (LV37)/Divine Makami (LV26)					

Type	Revival/Magic	MP	35	EFF	Revives a dead ally in your Stock, and refills its HP entirely. Can be used both in and out of combat, but the revived demon must be re-summoned before it can participate in combat again.
Samrecarm		TRAN	Magic/11		
		Usage	Anytime		
Users	Protagonist (Sophia/LV57)/Megami Laksmi (LV58)/Snake Yurlungur (LV69)/Femme Clotho (LV62)/Vile Samael (LV74)/Seraph Gabriel (-)/Wilder Nue (Shady Broker/Second Kalpa B2F)/Haunt Preta (Shady Broker/Third Kalpa B1F)				

Type	Ailment Curing/Magic		MP	5	EFF Cures a single ally's BIND, SLEEP or PANIC status. Can only be used in combat.
Patra	TRAN	Magic/2	POW	--	
	Usage	Combat			
Users	Element Erthys (-)/Divine Angel (LV13)/Jirae Hua Po (LV6)/Femme Datsue-Ba (LV10)				

Type	Ailment Cure/Magic		MP	12	EFF Cures all allies' BIND,SLEEP or PANIC status. Can only be used in combat.
Mepatra	TRAN	Magic/5	POW	--	
	Usage	Combat			
Users	Lady Kikuri-Hime (LV27)/Holy Unicorn (LV25)/Yoma Dis (LV27)/Fairy High Pixie (LV12)/Snake Mizuchi (LV36)/ Wilder Nue (Shady Broker/Second Kalpa B2F)				

Type	Ailment Cure/Magic		MP	5	EFF Cures a single ally's MUTE status. Can be used in and out of combat.
Mutudi	TRAN	Magic/2	POW	--	
	Usage	Anytime			
Users	Yoma Apsaras (-)/Fairy Troll (-)/Avatar Cai-Zhi (-)/Wilder Nue (Shady Broker/Second Kalpa B2F)				

Type	Ailment Cure/Magic		MP	5	EFF Cures a single ally's POISON status. Can be used in and out of combat.
Posumudi	TRAN	Magic/2	POW	--	
	Usage	Anytime			
Users	Lady Kikuri-Hime (LV26)/Fairy Pixie (LV5)/Wilder Zhen (---)/Wilder Nue (Shady Broker/Second Kalpa B2F)				

Type	Ailment Cure/Magic		MP	5	EFF Cures a single ally's STUN status. Can be used in and out of combat.
Paraladi	TRAN	Magic/3	POW	--	
	Usage	Anytime			
Users	Lady Kushinada (LV43)/Fairy Kelpie (-)/Fairy High Pixie (LV11)/Beast Nekomata (-)/Avatar Cai-Zhi (LV29)/Wilder Nue (Shady Broker/Second Kalpa B2F)				

Type	Ailment Cure/Magic		MP	5	EFF Cures a single ally's STONE status. Can only be used in combat.
Petradi	TRAN	Magic/3	POW	--	
	Usage	Combat			
Users	Megami Uzume (LV21)/Divine Angel (LV14)/Jirae Sarutahiko (LV37)/Brute Ikusa (-)/Avatar Makami (LV24)/Wilder Nue (Shady Broker/Second Kalpa B2F)				

Type HPMP Healing/Magic

Recarmdra

TRAN Magic/9

Usage Combat

HP All HP

POW --

EFF

Uses all the caster's HP, and heals the remainder of the party's HP and MP to max. The user dies and returns to the Stock. Can only be used during combat.

Users Megami Laksmi (LV59)/Snake Quetzalcoatl (LV60)/Avatar Yatararasu (LV50)/Entity Albion (LV67)/
Haunt Preta (Shady Broker/Third Kalpa B1F)

Type HP Healing/Automatic

Life Aid

TRAN Magic/4

Usage Movement

EFF

After battle, automatically heals 20% of the user's max HP.

Users Protagonist (IyomanteLV36)/Holy Feng Huang (LV40)/Holy Baihu (---)/Mitama Ara Mitama (LV26)/Divine Angel (LV16)/
Brute Sui-Ki (LV66)/Femme Dakini (---)

Type HP Healing/Automatic

Life Refill

TRAN Magic/5

Usage Movement

EFF

While outside of battle, heals HP a little bit at a time. The amount healed is 20% of the user's max HP for each phase of Kagutsuchi.

Users Gero (GeisLV39)/Kishin Mikazuchi (LV48)/Holy Unicorn (LV22)/Mitama Ara Mitama (LV27)/Fairy Jack Frost (LV11)/
Wilder Hresvelgr (LV78)

Type MP Healing/Automatic

Mana Aid

TRAN Magic/6

Usage Movement

EFF

After battle, automatically heals 10% of the user's max MP.

Users Protagonist (SatanLV58)/Megami Scathach (LV68)/Megami Laksmi (LV55)/Fury Beiji-Weng (---)/Beast Badb Catha (LV27)/
Vile Tao Tie (LV68)/Foul Mou-Ryo (LV10)/Avatar Yatararasu (---)/Fiend White Rider (LV55)

Type MP Healing/Automatic

Mana Refill

TRAN Magic/7

Usage Movement

EFF

While outside of battle, heals MP a little bit at a time. The amount healed is 10% of the user's max MP for each phase of Kagutsuchi.

Users Protagonist (GeisLV51)/Megami Uzume (LV23)/Megami Sarasvati (---)/Yoma Efrete (LV54)/Femme Rangda (LV73)/Seraph Raphael (---)/Wilder Nue
(Shady Broker/Second Kalpa B2F)/Wilder Mothman (Shady Broker/Fourth Kalpa 1F)

Type HPMP Healing/Automatic

Victory Cry

TRAN Magic/13

Usage Movement

EFF

After battle, automatically heals all of the users HP and MP.

Users Fury Shiva (---)/Brute Ongyo-Ki (LV86)/Tyrant Aciel (LV81)/Tyrant Beelzebub. Ry form (LV97)/Seraph Michael (LV91)/
Seraph Metatron (LV98)

Support Skills

Nearly all of these are strengthening or weakening skills. None of them can be defended against either with Makarakarn or resistances.

Type Weaken/Magic

Sukunda

TRAN Magic/1

Usage Combat

MP 12

POW --

EFF

Reduces the enemy's evade and accuracy by 12.5% (1/8) of their initial values. The effect can be stacked up to 4 times (reducing the initial values to half)

Users Protagonist (IyomanteLV13)/Jirae Gogmagog (LV60)/Brute Shikigami (LV6)/Haunt Choronzon (---)/Haunt Pisaca (---)/
Haunt Chatterskull (---)/Foul Slime (LV7)

Type Weaken/Magic

Tarunda

TRAN Magic/2

Usage Combat

MP 20

POW --

EFF

Reduces the enemy's attack and magic power by 12.5% (1/8) of their initial values. The effect can be stacked up to 4 times (reducing the initial values to half)

Users Protagonist (IyomanteLV8)/Jirae Gogmagog (LV57)/Brute Shikigami (LV5)/Night Lilim (LV11)/Haunt Yaka (---)/Foul Phantom (LV45)/
Foul Blob (---)

Type Weaken/Magic

Rakunda

TRAN Magic/2

Usage Combat

MP 12

POW --

EFF

Reduces the enemy's defense power by 12.5% (1/8) of its initial value. The effect can be stacked up to 4 times (reducing the initial value to half)

Users Protagonist (IyomanteLV16)/Mitama Nigi Mitama (---)/Fairy Pixie (LV4)/Beast Inugami (LV15)/Jirae Gogmagog (LV59)/Brute Oni (---)/
Femme Lachesis (LV67)/Night Lilim (---)/Haunt Rakshasa (LV65)

Type	Weaken/Magic		MP	10	EFF	Negates the '-kaja' spells cast on the enemy party, reducing their raised attack power, Magic Power, Defense, Evade, and Accuracy levels to their initial values. If any of the above attributes are below their initial values, they are left unchanged.
Dekaja	TRAN	Magic/5				
	Usage	Combat	POW	--		
Users	Protagonist (DjedLV46)/Kishin Minakata (LV21)/Mirama Kusi Mitama (-)/Fallen Ose (LV46)/Fallen Berith (LV38)/Brute Sniki-Ouji (-)/Brute Sui-Ki (-)/Femme Rangda (-)/Haunt Chatterskul (LV21)/Foul Phantom (LV46)/Fiend Trumpeter (LV78)/Fiend White Rider (LV54)/Vile Arahabaki (Shady Broker/Third Kapa B1F)					

Type	Weaken/Magic		MP	30	EFF	Reduces the enemy's evade and accuracy by 25% (1/4) of their initial values. Like the -nda' skills, this skill's effect can be stacked until the targets' evade and accuracy are reduced to half their initial levels.
Fog Breath	TRAN	Mouth/5				
	Usage	Combat	POW	--		
Users	Protagonist (WadatsumiLV21)/Deity Mithra (LV81)/Lady Kali (LV69)/Fallen Forneus (LV23)/Snake Naga (LV30)/Snake Mizuchi (LV38)/Beast Inugami (LV16)/Beast Cerberus (-)/Beast Sparna (-)/Beast Fuu-Ki (LV70)/Haunt Preta (LV8)/Genma Kurama (LV41)/Raptor Gurr (-)					

Type	Weaken/Magic		MP	40	EFF	Reduces the enemy's attack and magic power by 25% (1/4) of their initial values. Like the '-nda' skills, this skill's effect can be stacked until the targets' attack and magic power are reduced to half their initial levels.
War Cry	TRAN	Mouth/6				
	Usage	Combat	POW	--		
Users	Protagonist (HifumiLV24)/Kishin Futomimi (-)/Holy Chimera (-)/Holy Shiisaa (LV14)/Fallen Ose (-)/Fallen Flauros (-)/Beast Orthrus (LV37)/Brute Oni (LV26)/Tyrant Surt (-)/Wilder Zhen (LV8)/Wilder Nue (-)/Foul Sakahagi (-)/Foul Slime (LV9)					

Type	Weaken/Strength/Magic		MP	20	EFF	Reduces the enemy's defense by 25% (1/4) and raises their physical attack power by 50% at the same time. Like the "-nda" skills, this skill's effect can be stacked until the targets' defense are reduced to half their initial levels.
Taunt	TRAN	Magic/3				
	Usage	Combat	POW	--		
Users	Protagonist (ShiranuiLV19)/Yoma Efrete (-)/Yoma Jinn (LV48)/Fairy Setanta (LV45)/Jirae Titan (-)/Brute Kin-Ki (LV60)/Femme Taraka (-)/Haunt Yaka (LV19)/Fiend Matador (LV33)					

Type	Weaken/Magic		<div>MP</div>	48	<div>EFF</div> Reduces the enemy's attack power, magic power, defense, evade and accuracy by 12.5% (1/8) of their initial values. The effect can be stacked up to 4 times (reducing the initial values to half)
Debilitate	TRAN	Magic/8			
	Usage	Combat	<div>POW</div>	--	
Users	Deity Amaterasu (LV58)/Deity Mithra (–)/Divine Throne (LV68)/Femme Rangda (–)/Vile Girimehkala (LV61)/Vile Mada (–)/Night Nyx (LV71)/Night Loa (LV58)/Seraph Metatron (–)/Wargod Ganesha (LV61)				

Type	Strengthen/Magic		MP	10	EFF	Negates the "-nda" spells cast on all allies, restoring their reduced attack power, Magic Power, Defense, Evade, and Accuracy levels to their initial values. If any of the above attributes are above their initial values, they are left unchanged.
Dekunda	TRAN	Magic/1				
	Usage	Combat	POW	--		
Users	Deity Horus (LV40)/Kishin Jikoku (LV53)/Fallen Ose (LV47)/Night Loa (-)/Haunt Asaca (LV32)/Fiend The Harlot (LV70)/Fiend Matador (LV31)/Fiend Red Rider (LV57)/Vile Arahabaki (Shady Broker/Third Kalpa B1F)					

Type	Strengthen/Magic		MP	12	EFF	Raises all allies' evade and accuracy by 25% (1/4) of their initial values. The effect can be stacked up to 4 times (raising the initial values to double)
Sukukaja	TRAN	Magic/3				
	Usage	Combat	POW	--		
Users	Protagonist (DjeaLV43)/Element Aquons (-)/Mitama Kusi Mitama (-)/Yoma Onkot (LV41)/Fairy Setanta (-)/Fallen Decarabia (LV59)/Beast Sparna (-)/Jirae Suaama (LV18)/Femme Lachesis (LV64)/Night Kaiwan (LV48)/Wilder Bicron (-)/Haunt Preta (-)/Foul Shadow (LV58)/Vie Arahabaki (Shady Broker/Third Kalpa B1F)					

Type	Strengthen/Magic		MP	12	EFF	Raises all allies' attack by 25% (1/4) of their initial values. The effect can be stacked up to 4 times (raising the initial values to double)
Tarukaja	TRAN	Magic/5				
	Usage	Combat	POW	--		
Users	Protagonist (DjedLV42)/Mitama Ara Mitama (-)/Yoma Onkot (-)/Yoma Karasu (-)/Yoma Kappa (-)/Divine Archangel (-)/Divine Power (-)/Snake Naga (-)/Snake Raja Naga (-)/Brute Shikigami (LV8)/Vile Maa (LV86)/Night Queen Mab (-)/Foul Shaoow (LV56)/Seraph Michael (LV92)/Seraph Metatron (-)					

Type	Strengthen/Magic		MP	12	EFF	Raises all allies' magic power by 25% (1/4) of their initial values. The effect can be stacked up to 4 times (raising the initial values to double)
Makakaja	TRAN	Magic/5				
	Usage	Combat	POW	--		
Users	Protagonist (DjedLV44)/Lady Skadi (LV76)/Element Faemis (LV21)/Yoma Efrete (LV53)/Divine Dominion (LV53)/Snake Mizuchi (-)/Jirae Sudama (LV17)/Femme Lachesis (-)/Vile Baphomet (-)/Tyrant Mot (-)/Foul Will o' Wisp (LV6)/Foul Shaoow (LV55)/Seraph Metatron (-)/Fiend Trumpeter (LV77)					

Type	Strengthen/Magic		MP	12	EFF	Raises all allies' defense power by 25% (1/4) of their initial values. The effect can be stacked up to 4 times (raising the initial values to double)
Rakukaja	TRAN	Magic/7				
	Usage	Combat	POW	--		
Users	Protagonist (DjedLV45)/Holy Unicorn (-)/Element Erthys (LV8)/Fallen Eligor (-)/Fallen Ose (-)/Snake Nozuchi (LV17)/Snake Yurlungur (-)/Jirae Hua Po (LV9)/Brute Kin-Ki (-)/Femme Taraka (LV21)/Femme Lachesis (-)/Night Kaiwan (LV50)/Foul Shaoow (LV57)/Genma Haruman (LV47)/Vile Arahbaki (Shady Broker/Thira Kalpa B1F)					

Tetraja	Type	Barrier/Magic	
	TRAN	Magic/4	MP 15
	Usage	Combat	POW --
EFF Puts up a barrier that protects the party from Expel and Death type attacks. However, once a character is attacked with an Expel or Death skill, their barrier disappears.			
Users Protagonist (GeisLV41)/Kishin Koumoku (LV37)/Holy Unicorn (LV24)/Yoma Dis (-)/Vile Tao Tie (-)/Night Queen Mab (LV60)/Night Loa (-)/Fend White Rider (LV53)/Vile Arahabaki (Shady Broker/Third Kalpa B1F)			

Tetrakarn	Type	Barrier/Magic	
	TRAN	Magic/8	MP 45
	Usage	Combat	POW --
EFF Puts up a barrier that repels physical attacks made against the party. The barrier only works for 1 turn.			
Users Protagonist (KailashLV78)/Deity Amaterasu (-)/Lady Parvati (LV59)/Mitama Saki Mitama (LV39)/Yoma Onkot (LV38)/Divine Dominion (LV51)/Fallen Decarabia (-)/Femme Lachesis (LV66)/Vile Samael (LV75)/Tyrant Aciel (LV79)/Haunt Legion (-)/Seraph Raphael (-)/Vile Arahabaki (Shady Broker/Third Kalpa B1F)/Haunt Preta (Shady Broker/Third Kalpa B1F)			

Makarakam	Type	Barrier/Magic	
	TRAN	Magic/8	MP 45
	Usage	Combat	POW --
EFF Puts up a barrier that repels magic attacks made against the party. The barrier only works for 1 turn, and can only repel Fire, Ice, Elec, Force, Expel, Death, Curse, Nerve, and Mind. It cannot stop Almighty or support magic.			
Users Protagonist (KailashLV72)/Fairy Oberon (LV47)/Divine Virtue (LV43)/Fallen Ose (LV50)/Snake Mizuchi (LV35)/Femme Lachesis (-)/Night Queen Mab (LV58)/Night Nyx (-)/Seraph Raphael (-)/Vile Arahabaki (Shady Broker/Third Kalpa B1F)/Haunt Preta (Shady Broker/Third Kalpa B1F)			

Makatora	Type	MP Healing/Magic	
	TRAN	Magic/5	MP 10
	Usage	Anytime	POW --
EFF Gives a single ally 10 of the caster's MP. Can be used in or out of battle.			
Users Megami Sati (LV50)/Yoma Koppa (LV22)/Yoma Dis LV26/Jirae Sudama (LV16)			

Provoke (Dante only)	Type	Weaken, Strengthen, MP Healing/Magic	
	TRAN	(N/A)	MP (N/A)
	Usage	Combat	POW --
EFF Reduces the enemy's defense by 25% (/1/4) and raises their physical attack power by 50% at the same time. Also recovers a small amount of the caster's MP.			
Users Fiend Dante (-) only			

Holy Star	Type	Strengthen/Magic	
	TRAN	(N/A)	MP 10
	Usage	Combat	POW --
EFF Negates the '-nda' spells cast on all allies, restoring their reduced attack power, Magic Power, Defense, Evade, and Accuracy levels to their initial values. Has the same effect as the Dekunda skill.			
Users Fiend Dante (-) only			

Red Capote	Type	Strengthen/Magic	
	TRAN	(N/A)	MP 12
	Usage	Combat	POW --
EFF Immediately doubles the caster's evade and accuracy levels. Has the same effect as casting Sukukaja 4 times.			
Users Fiend Matador (LV34) only			

Dragon Eye	Type	Combat Support/Technique	
	TRAN	(N/A)	MP (N/A)
	Usage	Combat	POW --
EFF Increases the Press Turn gauge by 4 flashing marks, in effect giving the party 3 more moves.			
Users Enemies only			

Beast Eye	Type	Combat Support/Technique	
	TRAN	(N/A)	MP (N/A)
	Usage	Combat	POW --
EFF Increases the Press Turn gauge by 2 flashing marks, in effect giving the party 1 more move.			
Users Enemies only			

Startle	Type	Combat Support/Technique	
	TRAN	(N/A)	MP (N/A)
	Usage	Combat	POW --
EFF Increases the Press Turn gauge by 4 flashing marks, in effect giving the party 3 more moves. Has the same effect as Dragon Eye.			
Users Boss (Fiend Daisoujou) only			

Type Combat Support/Technique

Hell Throttle

TRAN (N/A)

Usage Combat

EFF Increases the Press Turn gauge by 3 flashing marks, in effect giving the party 2 more moves.

Users Boss (Fiend Hell Biker) only

Special Skills

Skills that aid in combat or exploration. There are few that are magic-type skills, but like support skills, they are not affected by resistances.

Type Combat Support/Magic

Analyze

TRAN Magic/3

Usage Combat

MP 2

POW --

EFF Displays information on a single enemy. You can see level, race, name, HP and MP (Max and current levels), skills, and resistances. However, you cannot use it on bosses or in other fixed battles.

Users Protagonist (Marogareh LV4)/Mitama Ara Mitama (-)/Mitama Kusi Mitama (-)/Mitama Saki Mitama (-)/Mitama Nigi Mitama (-)/Yoma Isora (-)/Fallen Decarabia (-)/Brute Ikusa (-)/Femme Taraka (-)/Night Succubus (-)/Night Lilim (LV9)

Type Attack Up/Magic

Focus

TRAN Magic/5

Usage Combat

MP 5

POW --

EFF For one attack after using this skill, the user's physical attack power is more than doubled. This power-up lasts until the user makes any sort of physical attack. (E.g: After using Focus, you could use Healing skills before making the attack)

Users Protagonist (Kamudo LV23)/Kishin Minakata (LV22)/Kishin Futomimi (-)/Holy Baihu (LV46)/Fallen Ose (LV49)/Jirae Sarutahiko (LV39)/Brute Kin-Ki (-)/Brute Momunofu (-)/Fiend The Harlot (LV71)/Fiend Matador (LV32)/Vile Girimehkala (Shady Broker/First Kalpa 1F)

Type Combat Support/Magic

Trafuri

TRAN Magic/5

Usage Combat

MP 25

POW --

EFF Allows you to escape from battle without fail. However, it doesn't work against bosses or in other fixed battles.

Users Fairy High Pixie (LV15)/Fallen Decarabia (LV62)/Femme Lachesis (LV68)/Tyrant Loki (LV55)/Beast Mothman (LV44)/Haunt Choronzon (LV14)/Haunt Pisaca (Shady Broker/First Kalpa 1F)

Type Summon/Magic

Beckon Call

TRAN Magic/6

Usage Combat

MP 15

POW --

EFF When there is space in the party (Less than three allies summoned), summons a single demon at random from the Stock. However, only demons a lower level than the caster can be summoned.

Users Kishin Okuninushi (LV43)/Yoma Efrete (LV56)/Brute Ongyo-Ki (-)/Vile Baphomet (-)/Tyrant Mot (LV92)

Type Exploration Support/Magic

Riberama

TRAN Magic/4

Usage Movement

MP 8

POW --

EFF Until the next NEW, the chance of encountering enemies increases, as does the chance of having successive battles in a single encounter. Can only be used outside of combat.

Users Fallen Eligor (LV32)/Fallen Forneus (-)/Femme Yaksini (-)/Foul Will o' Wisp (LV3)/Haunt Pisaca (Shady Broker/First Kalpa 1F)

Type Exploration Support/Magic

Lightoma

TRAN Magic/5

Usage Movement

MP 10

POW --

EFF Until the next NEW, Dark Zones will be lit up and will display normally in the Automap. Can only be used outside of combat, when inside a Dark Zone.

Users Fairy Troll (LV42)/Jirae Sarutahiko (-)/Wilder Raiju (-)/Haunt Pisaca (Shady Broker/First Kalpa 1F)

Type Exploration Support/Magic

Liftoma

TRAN Magic/6

Usage Movement

MP 12

POW --

EFF Until the next NEW, negates damage from Damage Zones. (with the exception of Cursed areas in the Amala Labyrinth) Can only be used outside of combat.

Users Deity Horus (LV41)/Holy Feng Huang (-)/Beast Badb Catha (-)/Haunt Pisaca (Shady Broker/First Kalpa 1F)

Type Exploration Support/Magic

Estoma

TRAN Magic/7

Usage Movement

MP 10

POW --

EFF Until the next NEW, makes it more difficult for the party to encounter lower-level enemies. Also decreases the chance of having successive battles in a single encounter. Can only be used outside of combat.

Users Fairy Setanta (-)/Divine Archangel (LV20)/Brute Oni (LV27)/Dragon Gui Xian (LV26)/Haunt Pisaca (Shady Broker/First Kalpa 1F)

Type HPMP Healing/Magic

Holy Melody

TRAN (N/A)

Usage Combat

MP	1
POW	--

EFF

Heals all the HP and MP of the one participant in battle (either enemy or ally) whose HP are at the lowest percentage of their maximum.

Users Fiend Trumpeter (--) only

Type Instant Death/Magic

Evil Melody

TRAN (N/A)

Usage Combat

MP	1
POW	--

EFF

Instantly kills the one enemy whose HP are at the lowest percentage of their maximum. Does not work against bosses or during other fixed battles.

Users Fiend Trumpeter (LV80) only

Type Attack Up/Automatic

Bright Might

TRAN Magic/4

Usage Combat

EFF

When Kagutsuchi is FULL, all normal attacks will always be critical hits. If the user also has "Drain Attack" this skill will take precedence, and the Drain Attack will not take place.

Users Element Flaemis (--) / Mitama Ara Mitama (--) / Divine Principality (--) / Wilder Bicorn (LV17) / Fiend Pale Rider (LV67) / Vile Girimehkala (Shady Broker / Fifth Kalpa B5F)

Type Attack Up/Automatic

Dark Might

TRAN Magic/4

Usage Combat

EFF

When Kagutsuchi is NEW, all normal attacks will always be critical hits. If the user also has "Drain Attack" this skill will take precedence, and the Drain Attack will not take place.

Users Kishin Minakata (--) / Fairy Jack Frost (--) / Divine Power (--) / Fallen Eligor (--) / Fiend Pale Rider (LV66) / Vile Girimehkala (Shady Broker / Fifth Kalpa B5F)

Type Attack Up/Automatic

Might

TRAN Magic/7

Usage Combat

EFF

Triples the user's rate of making critical hits. If the user also has "Drain Attack" this skill will take precedence, and the Drain Attack will not take place.

Users Protagonist (KamudoLV29) / Deity Atavaka (--) / Megami Scathach (--) / Kishin Zouchou (LV31) / Kishin Futomimi (LV64) / Holy Baihu (LV44) / Yoma Onkot (--) / Yoma Karasu (LV32) / Wargod Valkyrie (LV37) / Vile Girimehkala (Shady Broker / Fifth Kalpa B5F)

Type Attack Up/Automatic

Counter

TRAN Magic/5

Usage Combat

EFF

Gives a 50% chance of making a counterattack for low damage when taking a technique-type attack (normal attack or attack that consumes the user's HP)

Users Protagonist (MarogarehLV20) / Holy Shiisaa (LV17) / Mitama Ara Mitama (LV28) / Snake Raja Naga (LV38) / Snake Nozuchi (LV15) / Jirae Sarutahiko (LV38) / Wargod Valkyrie (LV36)

Type Attack Up/Automatic

Retaliate

TRAN Magic/7

Usage Combat

EFF

Gives a 50% chance of making a counterattack for medium damage when taking a technique-type attack (normal attack or attack that consumes the user's HP)

Users Protagonist (KamurogiLV54) / Deity Atavaka (LV50) / Fairy Setanta (LV44) / Beast Cerberus (LV62) / Jirae Titan (LV52) / Femme Yaksini (LV47) / Tyrant Abaddon (LV72) / Haunt Rakshasa (LV66)

Type Attack Up/Automatic

Avenge

TRAN Magic/9

Usage Combat

EFF

Gives a 50% chance of making a counterattack for high damage when taking a technique-type attack (normal attack or attack that consumes the user's HP)

Users Protagonist (GaeaLV69) / Fury Shiva (LV97) / Fury Wu Kong (LV58) / Lady Kali (LV68) / Kishin Thor (--) / Femme Rangda (LV76) / Vile Samael (LV76) / Raptor Gurr (LV68) / Fiend Red Rider (LV58)

Type Combat Support/Automatic

Endure

TRAN Magic/5

Usage Combat

EFF

Allows you to withstand a blow in combat that would normally kill you (or an instant kill CURSE attack), leaving you with 1 HP remaining. This skill can only be used once per battle. In addition, if you take a physical or force attack when in STONE status and are shattered, this skill will have no effect.

Users Protagonist (VimanaLV50) / Deity Atavaka (LV48) / Kishin Bishamon (LV76) / Fallen Flauros (LV70) / Femme Dakini (LV57) / Seraph Michael (--) / Wargod Ganesha (LV59) / Genma Hanuman (LV48) / Avian Garuda (LV67)

Type HP Healing/Automatic

Drain Attack

TRAN Magic/7

Usage Combat

EFF

When making a normal attack, heals the user 25% of the damage dealt. However, if the attack deals more damage than the target has left, the healing amount will be 25% of that remainder. (E.g: doing 100 damage to an enemy with 20 HP left will heal only 5 HP)

Users Protagonist (SophiaLV59) / Holy Senri (LV31) / Snake Naga (--) / Snake Raja Naga (--) / Femme Shikome (LV36) / Vile Arahabaki (LV35) / Seraph Uriel (LV75) / Entity Albion (LV65) / Vile Arahabaki (Shady Broker / Third Kalpa B1F)

Type	Attack Up/Automatic		
Attack All	TRAN Magic/10 Usage Combat	EFF	Attacks the entire enemy party whenever a normal attack is made. Anyone with this skill cannot choose whether or not to use it (they cannot elect to attack a single enemy)
Users	Protagonist (Gael LV76)/Fury Wu Kong (LV57)/Kishin Bishamon (---)/Beast Kerberos (LV65)/Tyrant Abaddon (---)/Tyrant Surt (LV76)/Genma Cu Chulainn (LV57)/Fiend Hell Biker (LV43)/Vile Girimehkala (Shady Broker/First Kalpa B5F)		

Type	Attack Up/Automatic		
Pierce	TRAN Magic/? Usage Combat	EFF	When the possessor of this skill makes a physical attack (including normal attacks), it will always do 100% damage, even if the target has Anti-Phys, Void Phys, or Phys Drain. However targets with Phys Repel (or using Tetrakarn) will still repel physical attacks.
Users	Protagonist (Marogareh LV1)/Vile Girimehkala (Shady Broker/First Kalpa B5F)		

Type	Combat, Exploration Support/Automatic		
Life Bonus	TRAN Magic/2 Usage Anytime	EFF	Increases max HP (calculated from Level and Vi stat) by 10%. Can be used in conjunction with 'Life Gain' and 'Life Surge.'
Users	Protagonist (Marogareh LV6)/Megami Uzume (LV22)/Element Aquans (LV18)/Brute Momunofu (LV21)/Night Fomor (LV20)		

Type	Combat, Exploration Support/Automatic		
Mana Bonus	TRAN Magic/3 Usage Anytime	EFF	Increases max MP (calculated from Level and Ma stat) by 10%. Can be used in conjunction with 'Mana Gain' and 'Mana Surge.'
Users	Protagonist (Wadatsumi LV11)/Kishin Koumoku (LV36)/Divine Principality (LV30)/Beast Nekomata (LV19)		

Type	Combat, Exploration Support/Automatic		
Life Gain	TRAN Magic/4 Usage Anytime	EFF	Increases max HP (calculated from Level and Vi stat) by 20%. Can be used in conjunction with 'Life Bonus' and 'Life Surge.'
Users	Protagonist (Kamurogi LV46)/Kishin Koumoku (LV34)/Fairy Troll (LV41)/Snake Naga (LV29)/Brute Oni (LV29)/Dragon Long (LV45)		

Type	Combat, Exploration Support/Automatic		
Mana Gain	TRAN Magic/5 Usage Anytime	EFF	Increases max MP (calculated from Level and Ma stat) by 20%. Can be used in conjunction with 'Mana Bonus' and 'Mana Surge.'
Users	Protagonist (Gehenna LV45)/Deity Horus (LV39)/Yoma Karasu (LV29)/Tyrant Loki (LV57)/Avatar Yatagarasu (LV48)		

Type	Combat, Exploration Support/Automatic		
Life Surge	TRAN Magic/6 Usage Anytime	EFF	Increases max HP (calculated from Level and Vi stat) by 30%. Can be used in conjunction with 'Life Bonus' and 'Life Gain.'
Users	Protagonist (Vimana LV71)/Lady Kali (LV70)/Kishin Futomimi (LV65)/Fallen Flauros (LV72)/Jirae Gogmagog (LV56)/Jirae Titan (LV51)/Vile Mada (LV87)/Tyrant Aciel (LV78)/Genma Hanuman (LV50)		

Type	Combat, Exploration Support/Automatic		
Mana Surge	TRAN Magic/8 Usage Anytime	EFF	Increases max MP (calculated from Level and Ma stat) by 30%. Can be used in conjunction with 'Mana Bonus' and 'Mana Gain.'
Users	Protagonist (Adama LV62)/Deity Mithra (LV83)/Megami Lakshmi (LV57)/Kishin Futomimi (LV66)/Fairy Titania (LV61)/Femme Atropos (LV71)/Night Lilith (LV83)/Post-Transformation LV85/Seraph Michael (LV93)/Fiend Black Rider (LV65)		

Type	Exploration Support/Magic		
Lucky Find	TRAN Magic/5 Usage Movement	EFF	When the possessor of this skill is in the active party, and moving on the Field Map outside of 3D dungeons, you will occasionally find items. See p341 for a list of items that can be found with this skill.
Users	Lady Kushinada (LV44)/Holy Senri (LV29)/Fairy High Pixie (LV14)/Brute Fuu-Ki (---)/Haunt Pisaca (Shady Broker/First Kalpa 1F)		

Type	Exploration Support/Magic		
Watchful	TRAN Magic/8 Usage Anytime	EFF	The possessor of this skill will continue to gain experience points while in the Stock and not participating in battle. The amount of experience gained while in the Stock is half of what the active participants in battle earn.
Users	Deity Horus (---)/Yoma Koppa (LV20)/Yoma Purski (---)/Haunt Pisaca (Shady Broker/First Kalpa 1F)/Tyrant Beelzebub (Human) (LV85)		

Type Combat Support/Magic

Mind's Eye

TRAN (N/A)

Usage Movement

EFF Reduces the chance of being caught in a Back Attack to 1/3 of normal.

Users Protagonist (KamudoLV25) only

Type Combat Support/Magic

Fast Retreat

TRAN (N/A)

Usage Combat

EFF Increases the chance of fleeing a battle by 1.5 times. However this skill does not work against bosses, during fixed battles, or on HARD difficulty.

Users Protagonist (AnkhLV12) only

Type Combat Support/Automatic

Never Yield

TRAN (N/A)

Usage Combat

EFF Allows you to withstand a blow in combat that would normally kill you, leaving you with 1 HP remaining. This skill can only be used once per battle. In addition, if you take a physical or force attack when in STONE status and are shattered, this skill will have no effect. The same as 'Endure.'

Users Fiend Dante (-) only

Type Attack Up/Automatic

Son's Oath

TRAN (N/A)

Usage Combat

EFF Increases the possessor's attack power by 1.5 times.

Users Fiend Dante (LV83) only

Type Combat Support/Magic

Retreat

TRAN (N/A)

Usage Combat

EFF Run from battle. Unlike when the player tries to run, this always works.

Users Enemies only

Type Summon/Magic

Gathering

TRAN (N/A)

Usage Combat

EFF Summons an ally to participate in battle. The demon summoned varies depending on the user of the skill.

Users Enemies only

Type Summon/Magic

Laughter

TRAN (N/A)

Usage Combat

EFF Summons an ally to participate in battle. The demon summoned varies depending on the user of the skill.

Users Enemies only

Type Summon/Magic

Dark Howl

TRAN (N/A)

Usage Combat

EFF Summons an ally to participate in battle. The demon summoned varies depending on the user of the skill.

Users Enemies only

Type Combat Support/Magic

Foul Union

TRAN (N/A)

Usage Combat

EFF Fuses the entire enemy party into one huge enemy. The statistics of the one huge enemy vary depending on how many enemies fused into it. See the strategy for Foul Specter 1 on p196 for details.

Users Boss (Foul Specter 1) only

Type Combat Support/Magic

Replicate

TRAN (N/A)

Usage Combat

EFF Divide into 4 images. One is real, and the other 3 are false, but their statistics are all the same. If a false image is attacked the round of combat immediately changes to the opponent's turn. See the strategy for Brute Ongyo-Ki on p203 for details. During a FULL Kagutsuchi, a shadow is cast below the true image's feet.

Users Boss (Brute Ongyo-Ki) only

Type	Summon/Magic		
Conjuration	TRAN (N/A)	EFF	Summons Urthona, Urizen, Luvah, and Tharmus.
Usage	Combat		
Users	Boss (Entity Albion) only		

Type	Combat Support/Magic		
Aurora	TRAN (N/A)	EFF	Changes the user's defense attributes. There is a pattern to the changing, in the following order: Weak to Ice>Weak to Fire>Weak to Force>Weak to Elec.
Usage	Combat		
Users	Boss (Vile Noah) only		

Type	Drain/Magic		
Domination	TRAN (N/A)	EFF	While draining a single enemy's HP and MP, heals the user's HP and MP by the same amount. More powerful than "Life Drain."
Usage	Combat		
Users	Boss (Vile Noah) only		

Type	Summon/Magic		
Divine Will	TRAN (N/A)	EFF	Summons Hallel Flauros and Hallel Ose.
Usage	Combat		
Users	Boss (Deity Baal Avatar) only		

Type	Combat Support/Magic		
Phase Shift	TRAN (N/A)	EFF	Advances the phase of Kagutsuchi. The number of phases advanced is random.
Usage	Combat		
Users	Boss (Light Kagutsuchi First Form) only		

Type	Summon/Magic		
Call Angel	TRAN (N/A)	EFF	Summons two Divine Virtues to the battle at once.
Usage	Combat		
Users	Boss (Fiend White Rider) only		

Type	Summon/Magic		
Call Soldier	TRAN (N/A)	EFF	Summons two Divine Powers to the battle at once.
Usage	Combat		
Users	Boss (Fiend Red Rider) only		

Type	Summon/Magic		
Call Souls	TRAN (N/A)	EFF	Summons two Night Lords to the battle at once.
Usage	Combat		
Users	Boss (Fiend Pale Rider) only		

Type	Summon/Magic		
Call Evil	TRAN (N/A)	EFF	Summons two Haunt Legions to the battle at once.
Usage	Combat		
Users	Boss (Fiend Black Rider) only		

Explode Skills

These skills are all attack-oriented damage skills. They all kill the user, and like Almighty skills, they cannot be defended against with Makarakarn.

Type	Damage/Magic	HP	All HP	EFF	Consumes all of the user's HP to deal high damage to multiple enemies at random 1-4 times. The user dies and returns to the stock.
Sacrifice	TRAN Magic/3 Usage Combat	POW	56		
Users	Yoma Onkot (LV42)/Snake Nozuchi (LV18)/Brute Kin-Ki (LV61)/Haunt Rakshasa (-)/Foul Black Ooze (LV29)				

Type	Damage/Magic	HP	All HP	EFF	Consumes all of the user's HP to deal high damage to all enemies and allies. The user dies and returns to the stock.
Last Resort	TRAN Magic/4 Usage Combat	POW	59		
Users	Night Loa (LV56)/Haunt Chatterskull (LV23)/Foul Will o' Wisp (LV5)/Foul Slime (LV8)/Foul Phantom (-)/Foul Blob (-)				

Type	Damage/Magic	HP	All HP	EFF	Consumes all of the user's HP to deal extra-high damage to a single enemy. The user dies and returns to the stock.
Kamikaze	TRAN Magic/6 Usage Combat	POW	78		
Users	Holy Chimera (LV58)/Yoma Koppa (LV23)/Yoma Jinn (LV46)/Jirae Sudama (LV15)/Brute Momunofu (LV24)/Femme Taraka (LV23)/Foul Phantom (LV44)				

Conversation Skills

(Command/Ally requests)

Like the protagonist's "Talk" command, these are skills that ask a demon to join you. They are used under the "TALK" category of battle commands.

Type	Ally Request/Command	TRAN	Talk/2	EFF	Seduce a demon into becoming your ally. ●Good:Female/Youth>Male ●Bad:Male>Male
Seduce	Usage Combat				
Users	Megami Uzume (LV20)/Megami Sarasvati (LV32)/Megami Laksmi (-)/Yoma Apsaras (-)/Fairy Pixie (LV3)/Fairy High Pixie (LV13)				

Type	Ally Request/Command	TRAN	Talk/3	EFF	Scout out a demon with hidden charm. ●Good:Adult>Female ●Bad:Child>Female
Scout	Usage Combat				
Users	Yoma Purski (-)/Beast Orthrus (LV36)/Jirae Kodama (LV6)/Brute Sui-Ki (LV65)/Avatar Cai-Zhi (LV28)				

Type	Ally Request/Command	TRAN	Talk/3	EFF	Search out an ally by extolling their high abilities. ●Effects If the speaker is at least 10 levels higher than the target, there is a 65% chance of a Good effect, 25% of a Bad effect, and 10% of no effect at all. In other conditions, there is neither a Good or Bad effect at all.
Beseech	Usage Combat				
Users	Lady Kushinada (LV45)/Kishin Koumoku (LV35)/Holy Baihu (LV45)/Jirae Titan (-)/Brute Shikigami (-)/Femme Taraka (LV22)				

Type	Ally Request/Command	TRAN	Talk/4	EFF	Flirt with a demon to make it your ally. ●Good:Male/Youth>Female. Also has Good effect if the speaker is 10+ levels higher than the target and is Female/Youth or Adult>Female/Child, or Female/Adult>Female/Youth. ●Bad Male>Male
Woogie	Usage Combat				
Users	Deity Odin (LV68)/Fury Beiji-Weng (LV63)/Kishin Okuninushi (LV40)/Fairy Oberon (-)/Fairy Setanta (LV47)/Snake Raja Naga (LV40)/Tyrant Surt (LV77)/Night Incubus (LV27)				

Type	Ally Request/Command	TRAN	Talk/4	EFF	Brainwash a demon into joining you. ●Good: Speaker is 10+ levels above the target ●Bad:None
Brainwash	Usage Combat				
Users	Holy Shiisaa (LV15)/Divine Throne (-)/Divine Power (-)/Brute Shiki-Ouji (LV55)				

Type	Ally Request/Command				Taking advantage of the docility of demons when Kagutsuchi's light is weak, make a pact with the target to have it join you. ●Good: During NEW Kagutsuchi All Demons>All Demons ●Bad: None
Dark Pledge	TRAN	Talk/5	EFF		
Users		Usage	Combat		
					Megami Scathach (LV66)/Fury Wu Kong (LV56)/Kishin Jikoku (LV55)/Brute Fuu-Ki (LV69)/Brute Ikusa (LV46)/Vile Baphomet (-)/Night Lilim (LV10)

Type	Ally Request/Command				Force a demon to join you. ●Good: Youth or Adult>Child ●Bad: Child>Youth or Adult
Kidnap	TRAN	Talk/6	EFF		
Users		Usage	Combat		
					Holy Chimera (LV57)/Yoma Isora (LV15)/Fallen Berith (-)/Femme Dakini (LV54)/Femme Yaksini (-)/Night Fomor (LV21)/Genma Hanuman (LV49)

Type	Ally Request/Command				Judging the worthiness of the target as a warrior for the war between the gods, ask a demon to join. ●Good: Wargod Valkyrie>Male ●Bad: None. When Wargod Valkyrie uses this skill, she says something different than when other demons do.
Soul Recruit	TRAN	Talk/4	EFF		
Users		Usage	Combat		
					Wargod Valkyrie (LV35)

Type	Ally Request/Command				Try to get a demon to join you by making a pass at it to strike its interest. ●Good: Male>Female ●Bad: None. When Tyrant Loki uses this skill, he says something different than when other demons do.
Mischief	TRAN	Talk/6	EFF		
Users		Usage	Combat		
					Tyrant Loki (LV53)

Type	Ally Request/Command				Try to get a demon to join you by threatening it with death. If the target refuses and doesn't try to flee, there is a chance that it will be afflicted with STONE (Cannot be defended with Defense resist) ●Good: Deity Mithra>All demons. Mithra says something unique when using this skill.
Death Pact	TRAN	(N/A)	EFF		
Users		Usage	Combat		
					Deity Mithra (LV79) only

Type	Ally Request/Command				Using unintelligible words, ask a normally impossible-to-communicate-with Wilder, Haunt, or Foul to join. For other races, it acts like a normal 'TALK' command. ●Good: None ●Bad: None
Jive Talk	TRAN	(N/A)	EFF		
Users		Usage	Combat		
					Protagonist (Satan LV51) only

Conversation Skills

(Command/Money/Item requests)

Conversation skills for requesting Items and Macca. If you use them correctly they're quite useful. Accessed under the TALK menu.

Type	Valuables Request/Command				Ask for an item or Macca with a self-deprecating attitude. ●Good: Speaker is 10+ levels lower than the target ●Bad: None
Begging	TRAN	Talk/2	EFF		
Users		Usage	Combat		
					Fairy Troll (-)/Jirae Sudama (-)/Brute Oni (LV28)/Brute Ikusa (LV45)

Type	Valuables Request/Command				Kiss up to a demon and ask for Macca or an item. ●Good: Female/Youth>Male, Child>Youth or Adult ●Bad: All demons>child
Pester	TRAN	Talk/3	EFF		
Users		Usage	Combat		
					Megami Sati (LV51)/Yosei Titania (-)/Yosei High Pixie (Post-Transformation LV13)/Beast Nekomata (LV21)/Jirae Hua Po (-)

Type	Item Request/Command				Ask to trade items with a demon. The target will always ask for an item, and you will always get an item in return if the exchange succeeds. ●Good: None ●Bad: None
Trade	TRAN	Talk/3	EFF		
Users		Usage	Combat		
					Mitama Saki Mitama (-)/Fairy Jack Frost (LV9)/Snake Naga (-)/Night Kaiwan (LV49)

Type Valuables Request/Command

Threaten

TRAN Talk/4

Usage Combat



Threaten a demon into giving you Macca or an item. ●Good: Speaker is 10+ levels higher than the target ●Bad: Speaker is 10+ levels below the target

Users Fallen Ose (LV48)/Fallen Flauros (-)/Brute Ongyo-Ki (LV83)/Vile Mada (-)

Type Macca Request/Command

Loan

TRAN Talk/4

Usage Combat



Ask to borrow a large amount of Macca (2-3 times more than other conversation skills) If you try to ask the same race for money 3 times or more, there is a chance (100% if you have asked more than 9 times) they will claim their debt and take 1/3 of your money. This won't happen if you have less than 500 Macca. ●Good: None ●Bad: None

Users Fallen Forneus (LV22)/Brute Kin-Ki (LV62)/Femme Shikome (-)/Vile Tao Tie (-)

Type Item Request/Command

Stone Hunt

TRAN Talk/6

Usage Combat



Ask for an item. You can only request Stones. (Life Stone, Gem, XX Rock) ●Good: None ●Bad: None

Users Holy Senri (LV30)/Yoma Onkot (LV40)/Beast Sparna (LV57)

Conversation Skills

(Support)

Conversation skills that automatically activate under the right conditions. For that reason, the demons that use these skills have to be different than those that speak.

Type Conversation Support/Automatic

Haggle

TRAN Talk/2

Usage Conversation



When during negotiations your target asks for Macca and you refuse, this skill automatically activates to try and lower the price. If it succeeds the target will ask for less. However once this skill succeeds all successive demands will be lowered so you can't use it again. ●Good: None

Users Fallen Decarabia (-)/Jirae Sarutahiko (LV36)/Brute Oni (-)/Femme Datsue-Ba (LV8)

Type Conversation Support/Automatic

Flatter

TRAN Talk/4

Usage Conversation



If during a conversation, your target cannot make up its mind, this skill activates and if it succeeds the demon will decide (Join, ask final question, give Macca/Items) ●Good: "Flatter" user is 10+ levels lower than the target.

Users Yoma Jinn (LV47)/Snake Nozuchi (LV16)/Night Incubus (-)/Raptor Gurr (LV65)

Type Conversation Support/Automatic

Persuade

TRAN Talk/4

Usage Conversation



If during a conversation, your target cannot make up its mind, this skill activates and if it succeeds the demon will decide. (Join, ask final question, give Macca/Items) If the target is a Child it will always fail, but not have the same consequences as a Bad effect. ●Good: None

Users Mitama Nigi Mitama (-)/Divine Archangel (LV22)/Divine Dominion (LV52)/Brute Momunofu (LV23)/Seraph Gabriel (LV89)/Avian Garuda (LV65)

Type Conversation Support/Automatic

Arbitration

TRAN Talk/4

Usage Conversation



This skill activates whenever a demon gets angry during conversation. If the arbitration succeeds, the conversation proceeds from the point before the demon got angry. ●Good: None

Users Kishin Mikazuchi (LV46)/Holy Feng Huang (LV38)/Element Erthys (LV10)/Fairy Kelpie (-)

Type Conversation Support/Automatic

Connection

TRAN Talk/5

Usage Conversation



If during a conversation, your target cannot make up its mind, this skill activates and if it succeeds the demon will decide (Join, ask final question, give Macca/Items) However, this skill only activates if the user and target demon are the same race. ●Good: Always acts as a Good effect if the skill activates

Users Yoma Karasu (LV30)/Fairy Jack Frost (-)/Divine Principality (-)/Snake Quetzalcoatl (-)/Jirae Kodama (-)

Type Conversation Support/Automatic

Detain

TRAN Talk/5

Usage Conversation



If a demon changes its mind and tries to leave during conversation, this skill will automatically activate. If it succeeds the target will stop and negotiations will continue. ●Good: None

Users Kishin Zouchou (LV28)/Kishin Bishamon (LV75)/Divine Virtue (-)/Divine Angel (LV12)/Beast Cerberus (LV63)/Beast Badb Catha (LV24)

Type

Conversation Support/Automatic

Charisma

TRAN

Magic/5

Usage

Conversation

EFF

If a character with this skill uses another conversation skill, and that skill had neither a Good nor a Bad effect, then there is a 50% chance that it will act as if it had a Good effect. So long as those conditions are fulfilled, the "Charisma" skill always activates.

Users

Protagonist (SatanLV60)/Fairy Titania (LV60)/Tyrant Loki (LV54)/Genma Cu Chulainn (LV55)

Type

Conversation Support/Automatic

Intimidate

TRAN

Talk/6

Usage

Conversation

EFF

If during a conversation, your target cannot make up its mind, this skill activates and if it succeeds the demon will decide. (Join, ask final question, give Macca/Items) ●Good: User is 10+ levels higher than the target, or is a Youth/Adult>Child combination.

Users

Kishin Minakata (LV19)/Fallen Eligor (LV33)/Vile Pazuzu (---)/Tyrant Abaddon (LV71)/Tyrant Mot (LV93)/Fiend Dante (---)

Type

Conversation Support/Automatic

Nag

TRAN

Talk/6

Usage

Conversation

EFF

If during a conversation, your target cannot make up its mind, this skill activates and if it succeeds the demon will decide. (Join, ask final question, give Macca/Items) ●Good: Female/Youth or Adult>Male, Child>Youth or Adult

Users

Lady Kushinada (---)/Fairy Pyro Jack (---)/Jirae Hua Po (LV7)/Femme Clotho (---)/Night Succubus (---)

Type

Conversation Support/Automatic

Maiden Plea

TRAN

Maiden/6

Usage

Conversation

EFF

This skill activates whenever a demon gets angry during conversation. If the mediation succeeds, the conversation proceeds from the point before the demon got angry. Has a high rate of success. ●Good: None. Lady Kikuri-Hime says something unique when using this skill.

Users

Lady Kikuri-Hime (LV25)

Type

Conversation Support/Automatic

Wine Party

TRAN

Talk/6

Usage

Conversation

EFF

Uses the power of alcohol to alleviate all sorts of conversation problems. It can work to help an indecisive demon reach a decision, calm an angry demon, or stop a demon from leaving. ●Good: None. Fury Dionysus says something unique when using this skill.

Users

Fury Dionysus (LV45)

ITEMS YOU CAN FIND WITH "LUCKY FIND"

Chance	Item
High	Muscle Drink Bead
Medium	Soma Sapphire Bead Chain Pearl
Low	Diamond Bead of Life

Item Data

There are three types of items: normal items, special items, and gems. In this section, we'll list every item in the game.

Data Key

■Name

Name of the item, as viewed from the game's Status screen.

■Price

The cost to buy the item in a Junk Shop. The selling price is half this amount. Items not available for sale in stores only have their selling price listed, in parentheses.

■Ways to find

Each of the items are listed with either an O or an X for the four ways that you can come across it in the game. Details on each type are below:

[Shop] Indicates you can buy the item in one or more Junk Shops. For details on which shop you can buy the item, see the Map Guide starting on p94.

[Chest] If you can find the item in a Mystical Chest within the game, an O is listed here. For details on the contents of the chests in the game, see the Map Guide starting on p94.

[Talk] If you can get this item randomly from a demon during conversation (e.g.: If negotiations fail and a demon says 'I'll give you this instead') an O is listed here. These items differ from those you request with a conversation skill. See the 'Possessors' list.

[Gift] Items you can get as gifts from allies when they level up. See p56 for details about gifts and how to get them.

■EFF

An explanation of the effects of the items. As gems are only useful for trade, nothing is listed here for them. For Special items, detailed information on where they are used is listed.

■Possessors

Names of demons you can defeat to get the item. Also listed are items from fixed battles or demons with abnormal statistics (bosses). If you can get an item through special conversation skills, it is listed here: Request = demons you can get the item from with item-request skills. Stonehunt = demons you can get the item with using the Stone Hunt skill. Special = instances where you can get the item from a Special conversation. In this case, it is listed in order of speaking demon > target demon.

■Gem

Only applies to normal items. Lists the necessary gem(s) to buy the items in Rag's Shop.

Normal Items

There are many types of normal items; quite a few are very useful, either for healing or for combat.

Muscle Drink

Price

400

Shop ☐ Chest ☐ Talk ☒ Gift ☒

Carried by Holy Chimera/Yoma Purski/Fallen Fauros/Snake Yurlungur/Haunt Chatterskull

EFF Can be used any time. For a single target, has the effect of one of the following: Medicine, Bead, Chakra Drop, Chakra Pot, Soma, Heal 50 HP/MP. However, there is a 50% chance that it will also afflict the user with MUTE, POISON, or STUN.

Gem

--

Medicine

Price

100

Shop ☐ Chest ☐ Talk ☐ Gift ☒

Carried by Fairy Troll/Divine Archangel/Divine Angel/Beast Orlnrus/Jirae Gogmagog/Jirae Titan/Jirae Hua Po/Jirae Kodama/Femme Yaksini/Night Fomor/Haunt Rajju/Haunt Choronzon/Haunt Preta/Foul Black Ooze/Foul Blob/Foul Slime/Foul Mou-Ryo/Foul Will o' Wisp

EFF Can be used any time. Heals 50 of a single ally's HP.

Gem

--

Life Stone

Price

(50)

Shop ☒ Chest ☐ Talk ☐ Gift ☒

Carried by All Demons [Stonehunt]: Nearly All Demons (Except Fallen Fauros, Jirae Hua Po, Brute Shikigami, and Femme Datsue-Ba)

EFF Can be used any time. Heals 25% of a single ally's max HP. Often requested by demons in negotiation as well.

Gem

--

Bead

Price

(250)

Shop ☒ Chest ☐ Talk ☐ Gift ☐

Carried by All Demons [Request]: Fairy Jack Frost/Jirae Hua Po/Yama Fomor

EFF Can be used any time. Heals a single ally's HP to max. Has the same effect as the healing skill Diarahan. Often requested by demons in negotiation.

Gem

--

Bead Chain

Price

(5000)

Shop ☒ Chest ☐ Talk ☒ Gift ☐

Carried by Kishin Bishamon (Boss)/Fairy Troll (Boss)/Brute Oni (Boss)

EFF Can be used any time. Heals the entire party's HP to max. Has the same effect as the healing skill Mediarahan.

Gem

Aquamarine x3

Chakra Drop	Price 600	EFF Can be used any time. Heals 25% of a single ally's max MP. Frequently requested by demons in negotiations.
Shop <input type="radio"/> Chest <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>		
Carried by Yoma Onkot/Yoma Jinn/Fairy Jack Frost/Fairy Pixie/Beast Inugami/Brute Shikigami/Night Nyx/Haunt Rakshasa/Foul Shadow/Night Loa [Request]: Fairy Pixie/Jirae Hua Po/Jirae Kodama/Night Lilim		Gem --

Chakra Pot	Price (1000)	EFF Can be used any time. Heals a single ally's MP to max.
Shop <input checked="" type="radio"/> Chest <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>		
Carried by [Request]: Nearly All Demons (Except all Elements, Divine Angel, and Fallen Rauros) [Special]: Holy Chimera>Beast Orthrus/Beast Orthrus>Beast Cerberus		Gem Sapphire x2

Great Chakra	Price (7000)	EFF Can be used any time. Heals the entire party's MP to max.
Shop <input checked="" type="radio"/> Chest <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>		
Carried by Tyrant Mara (Boss) [Special]: Fury Odin>Tyrant Loki/Fury Shiva>Snake Naga		Gem Diamond

Soma Droplet	Price (800)	EFF Can be used any time. Heals 50% of a single ally's HP and MP.
Shop <input checked="" type="radio"/> Chest <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>		
Carried by Night KaiwanFalse (Boss) [Request]: Divine Angel [Special]: Holy Chimera>Beast Cerberus/Genma Kurama>Yoma Koppa		Gem Amethyst

Soma	Price (6000)	EFF Can be used any time. Heals a single ally's HP and MP to max.
Shop <input checked="" type="radio"/> Chest <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>		
Carried by [Request]: Divine Angel [Special]: Avian Garuda>Beast Raja Naga		Gem --

Bead of Life	Price (10000)	EFF Can be used any time. Heals the entire party's HP and MP to max.
Shop <input checked="" type="radio"/> Chest <input type="radio"/> Talk <input checked="" type="radio"/> Gift <input checked="" type="radio"/>		
Carried by None		Gem --

Revival Bead	Price 600	EFF Can be used any time. Revives a single dead ally in the Stock. Only refills a little bit of HP when reviving. Has the same effect as the healing skill Recarm.
Shop <input type="radio"/> Chest <input type="radio"/> Talk <input type="radio"/> Gift <input checked="" type="radio"/>		
Carried by Mitama Ara Mitama/Fairy High Pixie/Fairy Pixie/Fallen Berith (Boss) [Request]: Yoma Apsaras/Fairy Pixie/Divine Angel/Fallen Rauros/Jirae Kodama/Brute Shikigami/Femme Datsue-Ba		Gem --

Balm of Rising	Price (1200)	EFF Can be used any time. Revives a single dead ally in the Stock and heals their HP to max. Has the same effect as the healing skill Samrecarm.
Shop <input checked="" type="radio"/> Chest <input type="radio"/> Talk <input type="radio"/> Gift <input checked="" type="radio"/>		
Carried by Deity Mithra (Boss)/Night Kaiwan (Boss)/Corpus Futomimi (Boss) [Request]: Fairy High Pixie/Fairy Jack Frost/Night Fomor		Gem Pearl

Sacred Water	Price 200	EFF Can only be used in combat. Cures the party's BIND, SLEEP, or PANIC ailments. Has the same effect as the healing skill Mepatra.
Shop <input type="radio"/> Chest <input type="radio"/> Talk <input checked="" type="radio"/> Gift <input checked="" type="radio"/>		
Carried by Snake Raja Naga/Yoma Koppa		Gem --

Dis-Poison	Price 150	EFF Can be used any time. Cures a single ally's POISON status. Has the same effect as the healing skill Posumudi.
Shop <input type="radio"/> Chest <input type="radio"/> Talk <input checked="" type="radio"/> Gift <input type="radio"/>		
Carried by Haunt Yaka/Wilder Zhen/Haunt Pisaca		Gem --

SHIN MEGAMI TENSEI
REDEMPTION

Dis-Stun

Price
150

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input type="radio"/>	Gift	<input type="radio"/>
------	-----------------------	-------	-----------------------	------	-----------------------	------	-----------------------

EFF

Can be used any time. Cures a single ally's STUN status. Has the same effect as the healing skill Paraladi.

Carried by Yoma Efreet/Yoma Karasu [Request]: Fairy Jack Frost/Femme Datsue-Ba

Gem --

Dis-Charm

Price
100

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input type="radio"/>	Gift	<input type="radio"/>
------	-----------------------	-------	-----------------------	------	-----------------------	------	-----------------------

EFF

Can only be used in combat. Cures a single ally's CHARM status.

Carried by Beast Nekomata

Gem --

Dis-Mute

Price
150

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input checked="" type="radio"/>	Gift	<input type="radio"/>
------	-----------------------	-------	-----------------------	------	----------------------------------	------	-----------------------

EFF

Can be used any time. Cures a single ally's MUTE status. Has the same effect as the healing skill Mutudi.

Carried by Night Queen Mab/Vile Arahabaki

Gem --

Dis-Stone

Price
100

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input checked="" type="radio"/>	Gift	<input checked="" type="radio"/>
------	-----------------------	-------	-----------------------	------	----------------------------------	------	----------------------------------

EFF

Can only be used in combat. Cures a single ally's STONE status. Has the same effect as the healing skill Petradi.

Carried by None

Gem --

Maragi Rock

Price
250

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input type="radio"/>	Gift	<input checked="" type="radio"/>
------	-----------------------	-------	-----------------------	------	-----------------------	------	----------------------------------

EFF

Can only be used in combat. Does low fire damage (Base power 30) to the enemy party. Has the same power as the fire skill Maragi.

Carried by [Request]: Nearly All Demons (Except all Elements, Fairy High Pixie, Fairy Jack Frost, Fairy Pixie, Jirae Hua Po, Jirae Kodama, Brute Shikigami, Femme Datsue-Ba, Night Fomor, and Night Lilim)

Gem --

Mabufu Rock

Price
250

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input type="radio"/>	Gift	<input checked="" type="radio"/>
------	-----------------------	-------	-----------------------	------	-----------------------	------	----------------------------------

EFF

Can only be used in combat. Does low ice damage (Base power 20) to the enemy party, and has a 10% chance of inflicting FREEZE status. Has the same power as the Ice skill Mabufu.

Carried by [Stonehunt]: Element Erthys/Brute Shikigami

Gem --

Mazio Rock

Price
250

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input type="radio"/>	Gift	<input checked="" type="radio"/>
------	-----------------------	-------	-----------------------	------	-----------------------	------	----------------------------------

EFF

Can only be used in combat. Does low Elec damage (Base power 20) to the enemy party, and has a 10% chance of inflicting SHOCK status. Has the same power as the Elec skill Mazio.

Carried by [Request]: All Elements

Gem --

Mazan Rock

Price
250

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input type="radio"/>	Gift	<input checked="" type="radio"/>
------	-----------------------	-------	-----------------------	------	-----------------------	------	----------------------------------

EFF

Can only be used in combat. Does low force damage (Base power 30) to the enemy party. Has the same power as the force skill Mazan. In addition, it has a high chance of instantly killing enemies afflicted by STONE status.

Carried by [Request]: Nearly All Demons (Except all Elements, Fairy High Pixie, Fairy Jack Frost, Fairy Pixie, Divine Angel, Jirae Kodama, Femme Datsue-Ba, Night Fomor, and Night Lilim) [Stonehunt]: Nearly All Demons (Except Element Erthys and Brute Shikigami)

Gem --

Mahama

Price
300

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input checked="" type="radio"/>	Gift	<input type="radio"/>
------	-----------------------	-------	-----------------------	------	----------------------------------	------	-----------------------

EFF

Can only be used in combat. Has a chance (Base 20%) to instantly kill the enemy party with an Expel attack. Has the same effect as the Expel skill Mahama.

Carried by None

Gem --

Mamudo Rock

Price
300

Shop	<input type="radio"/>	Chest	<input type="radio"/>	Talk	<input checked="" type="radio"/>	Gift	<input type="radio"/>
------	-----------------------	-------	-----------------------	------	----------------------------------	------	-----------------------

EFF

Can only be used in combat. Has a chance (Base 20%) to instantly kill the enemy party with a Death attack. Has the same effect as the Death skill Mamudo.

Carried by None

Gem --

Megido RockPrice
(400)Shop ☒ Chest ☐ Talk ☐ Gift ☐

EFF

Can only be used in combat. Does medium (Base power 70) Almighty damage to all enemies. Has the same effect as the Almighty skill Megido.

Carried by [Request]: All Elements [Stonehunt]: Fairy High Pixie

Gem

Ruby

Megidola RockPrice
(600)Shop ☒ Chest ☐ Talk ☒ Gift ☐

EFF

Can only be used in combat. Does high (Base power 80) Almighty damage to all enemies. Has the same effect as the Almighty skill Megidola.

Carried by None

Gem

Ruby x2

Poison ArrowPrice
300Shop ☐ Chest ☐ Talk ☐ Gift ☒

EFF

Can only be used in combat. Does low Curse damage to all enemies (Base power 30) and has a 20% chance of afflicting them with POISON status.

Carried by None

Gem

--

Wagtail PlumPrice
400Shop ☐ Chest ☐ Talk ☒ Gift ☐

EFF

Can only be used in combat. Has a 45% chance of inflicting CHARM on all enemies with a Mind attack. Has the same effect as the Mind skill Allure.

Carried by Beast Sparna/Night Lilim/Night Succubus/Beast Hresvelgr/Avatar Yatagarasu

Gem

--

Makajam RockPrice
200Shop ☐ Chest ☐ Talk ☐ Gift ☒

EFF

Can only be used in combat. Has a 40% chance of inflicting MUTE status on a single enemy with a Curse attack. Has the same effect as the Curse skill Makajam.

Carried by [Request]: High Pixie

Gem

--

Pot of DeathPrice
(50)Shop ☒ Chest ☐ Talk ☒ Gift ☒

EFF

Can only be used in combat. Reduces all enemies' HP to 1. As it is an Almighty effect it always works, but will not work against bosses, fixed fights, or when you are only facing one enemy. Has the same effect as the enemy-only skill Sol Niger.

Carried by None

Gem

Garnet
Emerald**Magic Mirror**Price
(250)Shop ☒ Chest ☐ Talk ☐ Gift ☐

EFF

Can only be used in combat. Repels all enemy magic (Fire, Ice, Elec, Shock, Expel, Death, Curse, Mind, and Nerve MP-using skills) for 1 turn. Has the same effect as the Special skill Makarakarn.

Carried by None

Gem

Opal
Onyx**Attack Mirror**Price
(250)Shop ☒ Chest ☐ Talk ☒ Gift ☐

EFF

Can only be used in combat. Repels all enemy physical attacks (Normal attacks or Physical attacks that use HP) for one turn. Has the same effect as the Special skill Tetrakarn.

Carried by [Request]: Night Lilim

Gem

Opal
Turquoise**Dekaja Rock**Price
(200)Shop ☒ Chest ☐ Talk ☒ Gift ☐

EFF

Can only be used in combat. Negates all -kaja strengthening skills on the enemy party (including attack power raised by Taunt.) Has the same effect as the Support Skill Dekaja.

Carried by None

Gem

Garnet
Coral**Tetraja Rock**Price
(200)Shop ☒ Chest ☐ Talk ☐ Gift ☐

EFF

Can only be used in combat. Erects a barrier on all allies against Expel and Death attacks. However, the barrier can only protect each ally once. Has the same effect as the Support Skill Tetraja.

Carried by [Request]: Fairy High Pixie

Gem

Garnet
Aquamarine

Repulse Bell

Price
(200)

Shop	X	Chest	O	Talk	X	Gift	O
------	---	-------	---	------	---	------	---

Carried by None

EFF

Can only be used outside of combat. Until the next NEW, keeps low-level demons away to a certain extent. In addition, it also reduces the chance of successive encounters if combat does begin. Has the same effect as the Special skill Estoma.

Gem

Garnet
Turquoise

Attract Pipe

Price
(150)

Shop	X	Chest	O	Talk	X	Gift	O
------	---	-------	---	------	---	------	---

Carried by None

EFF

Can only be used outside of combat. Until the next NEW, raises the chances of meeting enemies. In addition, it also raises the chance of successive encounters occurring once battle starts. Has the same effect as the Special skill Riberama.

Gem

Coral
Turquoise

Float Ball

Price
400

Shop	O	Chest	O	Talk	X	Gift	O
------	---	-------	---	------	---	------	---

Carried by None

EFF

Can only be used outside of combat. Until the next NEW, negates the damage of Damage Zones. (excepting Cursed areas in the Labyrinth of Amala) Has the same effect as the Special Skill Liftoma.

Gem

--

Light Ball

Price
600

Shop	O	Chest	O	Talk	X	Gift	O
------	---	-------	---	------	---	------	---

Carried by None

EFF

Can only be used in Dark Zones, outside of combat. Until the next NEW, illuminates Dark Zones and makes the automap visible inside them. Has the same effect as the Special Skill Lightoma.

Gem

--

Smoke Ball

Price
(450)

Shop	X	Chest	O	Talk	O	Gift	O
------	---	-------	---	------	---	------	---

Carried by None

EFF

Can only be used in combat. Teleports you out of battle. However, it cannot be used against bosses or in fixed battles. Has the same effect as the Special skill Trafuri.

Gem

Onyx
Aquamarine

St Incent

Price
(1000)

Shop	X	Chest	O	Talk	X	Gift	O
------	---	-------	---	------	---	------	---

Carried by Kishin Bishamon (Boss)

EFF

Can only be used outside of combat. Increases a single ally's 'St' statistic by 1 point. At the same time, it also heals that character to max.

Gem

--

Ma Incent

Price
(1000)

Shop	X	Chest	O	Talk	O	Gift	O
------	---	-------	---	------	---	------	---

Carried by Kishin Jikoku (Boss) [Special]: Fury Dionysus>Vile Mada

EFF

Can only be used outside of combat. Increases a single ally's 'Ma' statistic by 1 point. At the same time, it also heals that character to max.

Gem

--

Vi Incent

Price
(1000)

Shop	X	Chest	O	Talk	O	Gift	O
------	---	-------	---	------	---	------	---

Carried by Kishin Zouchou (Boss) [Special]: Wargod Valkyrie>Tyrant Loki

EFF

Can only be used outside of combat. Increases a single ally's 'Vi' statistic by 1 point. At the same time, it also heals that character to max.

Gem

--

Ag Incent

Price
(1000)

Shop	X	Chest	O	Talk	O	Gift	O
------	---	-------	---	------	---	------	---

Carried by Kishin Koumoku (Boss) [Special]: Fury Kali>Femme Dakini

EFF

Can only be used outside of combat. Increases a single ally's 'Ag' statistic by 1 point. At the same time, it also heals that character to max.

Gem

--

Lu Incent

Price
(1000)

Shop	X	Chest	O	Talk	O	Gift	O
------	---	-------	---	------	---	------	---

Carried by [Special]: Megami Scathach>Fairy Setanta

EFF

Can only be used outside of combat. Increases a single ally's 'Lu' statistic by 1 point. At the same time, it also heals that character to max.

Gem

--

Chakra Elixir	Price (50000)	EFF Can only be used in combat. Use it to restore 25% of single allys maximum MP. Can be used unlimited times. Can be thrown away or sold.
Shop <input checked="" type="checkbox"/> Chest <input type="checkbox"/> Tank <input checked="" type="checkbox"/> Gift <input checked="" type="checkbox"/>		
Carried by None	Gen	--

Blessed Fan	Price (50000)	EFF Can only be used in combat. Raises effectiveness of Expel skills on all enemies by 20%. The same effect as the Expel skill Mahama. Can be used unlimited times. Can be thrown away or sold.
Shop <input checked="" type="checkbox"/> Chest <input type="checkbox"/> Tank <input checked="" type="checkbox"/> Gift <input checked="" type="checkbox"/>		
Carried by None	Gen	--

Soul Return	Price (100000)	EFF Can be used any time. Use it to cure and restore a single ally who has died and returned to stock to full HP. The same effect as the Heal skill Samrearm. Can be thrown away or sold.
Shop <input checked="" type="checkbox"/> Chest <input type="checkbox"/> Tank <input checked="" type="checkbox"/> Gift <input checked="" type="checkbox"/>		
Carried by None	Gen	--

Spyglass	Price (50000)	EFF Can only be used in combat. Use it to find out information on a single enemy target (Level,Family, Full Name,HP,MP,Skills,Defenses). The same effect as the Special skill Analyze. Can be used unlimited times. Can be thrown away or sold.
Shop <input checked="" type="checkbox"/> Chest <input type="checkbox"/> Tank <input checked="" type="checkbox"/> Gift <input checked="" type="checkbox"/>		
Carried by None	Gen	--

Divining Water	Price 300	EFF Can only be used outside of combat. When used on an ally,you can learn if that ally can transform or not,and how close they are to their transformation level.
Shop <input type="checkbox"/> Chest <input checked="" type="checkbox"/> Tank <input checked="" type="checkbox"/> Gift <input checked="" type="checkbox"/>		
Carried by None	Gen	--

Lucky Ticket	Price (10)	EFF You will gain this by purchasing over 1000 Macca worth of items in the Great Underpass of Ginza junk shops. When you collect 10 of them,you will automatically be able to trade them in for a gift. There are 3 types of gifts you can choose. For what they are,see below.
Shop <input type="checkbox"/> Chest <input type="checkbox"/> Tank <input type="checkbox"/> Gift <input checked="" type="checkbox"/>		
Carried by [Special]: Genma Kurama>Yoma Karasu	Gen	--

Lucky Ticket Prize List

	Black Box/Large Crate	White Box/Medium Crate	Pink Box/Small Crate
Probability	Item Name	Item Name	Item Name
High	Bead	Balm of Rising Bead Chain Soma Droplet	Life Stone
Low	Sapphire Opal Emerald Diamond	St Incense Ma Incense Vi Incense Ag Incense Lu Incense	Chakra Pot Soma Great Chakra Bead of Life

Special Items

You can only use these items in specific places. Many of these are reminiscent of special items from earlier *Shin Megami Tensei* games.

ID Card

● Get in Event

EFF

Get from Isamu in an event on 1F of the Shinjuku Medical Center after first finding him on 2F. Lets you pass the gate in the Underground Facility.

Annex Pass

● Get after a fixed battle

EFF

After joining with Pixie in the hall of Shinjuku Medical Center and entering room 203A, you get this item after a fight with three Pretas. Opens the gate to the Medical Center Annex.

1000 Yen Bill

● Get from a chest

EFF

After the Collector Manikin asks for human money, you can get this item from a chest in Loki's Vault in Ginza. After getting this item, you must fight a Fairy Troll. Used to get the Letter described below.

Letter

● Get in Event

EFF

Get from the Collector Manikin in the Great Underpass of Ginza after getting the 1000 Yen Bill. Give this letter to the guard of the Underpass Gate and he will let you pass through towards Ikebukuro.

Yellow Kila

● Get after a fixed battle

EFF

Get from a fight with a Night Incubus and Yoma Koppa on B10F of the Assembly of Nihilo. By placing it along with the other 3 Kilas on the pedestal in B10F, you can open the path to the True Core.

White Kila

● Get from a chest

EFF

Get from a chest in the Treasure Room on B10F of the Assembly of Nihilo. However, after entering the chamber you need to fight Fallen Eligor (who summons Yoma Dis). By placing it on the pedestal in B10F, you can open the path to the True Core.

Red Kila

● Get from a chest

EFF

Get from a chest in the Treasure Room on B11F of the Assembly of Nihilo. After getting it and leaving the Treasure Room you must fight a battle with Fallen Berith and Night Succubus. By placing it on the pedestal in B10F, you can open the path to the True Core.

Green Kila

● Get after a fixed battle

EFF

Get after winning the battle with Night Kaiwan on B12F of the Assembly of Nihilo. By placing it on the pedestal in B10F, you can open the path to the True Core.

Umugi Stone

● Get after a fixed battle

EFF

Get after a fight with Snake Naga on 1F of Kabukicho Prison. By using it in front of the Prison's Strange Walls you can travel to and from the Mirage World.

Spoon

● Get in Event

EFF

Get after talking to the Collector Manikin imprisoned on 2F of Kabukicho Prison. Give it to the Manikin imprisoned on 4F of the Prison and he will create a new path (a hole in the ground).

Park Key

● Get in Event

EFF

Get from Yuko in the small room off the Yoyogi Park East Plaza. You can get the key no matter how you respond to her request. Used to get inside Yoyogi Park.

Yahirono Himorogi

● Get after a fixed battle

EFF

Get after fighting Vile Girimehkala and Corpus Sakahagi in the Communications Tower in the center of Yoyogi Park. Give it to Yuko and the story will proceed, and once you get it again you can use it in the Amala Temple.

Kimono Stone

● Get in Event

EFF

Get after the digging event in Yurakucho Tunnel, off Yurakucho Station. Opens the door to the North Temple in the Asakusa-Yushima area.

Lord's Sword

● Get in Event

EFF

Get in an event at the Cathedral of Shadows after getting all 24 Magatama. Lets you into the extra dungeon, the Bandou Shrine, from Masakado's Grave in the Marunouchi-Chiyoda area.

Candelabrum of Sovereignty

● Get in Event

EFF

After completing the Amala Network, you get this item from the Lady in Mourning Dress in the Labyrinth of Amala. Needed to go to the Labyrinth of Amala from the Terminal after defeating Fiend Matador in the Great Underpass of Ginza. It is also the key to opening the Fifth Kalpa.

Candelabrum of Foundation

● Get after a fixed battle

EFF

Get after defeating Fiend Matador in the Great Underpass of Ginza. Place on the Pedestal in the First Kalpa of the Labyrinth of Amala, and you can open the door into the First Kalpa.

Candelabrum of Eternity

● Get after a fixed battle

EFF

Get after defeating Fiend Daisoujou on 1F of the East Hall of Ikebukuro. Needed to open the door into the Second Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.

Candelabrum of Dignity ● Get after a fixed battle	EFF Get after defeating Fiend Hell Biker on the highway between Ikebukuro and Kabukicho. Needed to open the door into the Second Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.
Candelabrum of Compassion ● Get after a fixed battle	EFF Get after defeating Fiend White Rider in front of the Terminal at Asakusa, Shibuya, Ginza, or Ikebukuro. Needed to open the door into the Third Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.
Candelabrum of Insight ● Get after a fixed battle	EFF Get after defeating Fiend Red Rider in front of the Terminal of the Great Underpass of Ginza. Needed to open the door into the Third Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.
Candelabrum of Wisdom ● Get after a fixed battle	EFF Get after defeating Fiend Black Rider in room 204B of the Shinjuku Medical Center. Needed to open the door into the Third Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.
Candelabrum of Knowledge ● Get in Event	EFF Get in an event after defeating Dante on B4F of the Third Kalpa. Needed to open the door into the Fourth Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.
Candelabrum of Majesty ● Get after a fixed battle	EFF Get after defeating Fiend Pale Rider in the repaired tunnel of Asakusa (where the Collector Manikin's shop is). Needed to open the door into the Fourth Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.
Candelabrum of Beauty ● Get after a fixed battle	EFF Get after defeating Fiend The Harlot in the small room off the Yoyogi Park West Plaza. Needed to open the door into the Fourth Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.
Candelabrum of Godliness ● Get after a fixed battle	EFF Get after defeating Fiend Trumpeter in Yurakucho Tunnel, in front of the Yurakucho station ticket counter. Needed to open the door into the Fourth Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.
Moon Key ● Get from a chest	EFF Get from a chest on B4F of the Labyrinth of Amala, Second Kalpa. Opens the silver doors in the Labyrinth of Amala.
Star Key ● Get in a Junk Shop	EFF After defeating Beelzebub in the Fourth Kalpa of the Labyrinth of Amala and following the information from Efreit in the Third Kalpa, you can get this item from the Collector Manikin's shop. Opens the golden door in the Labyrinth of Amala.
Black Visor ● Get from a chest	EFF Get from a chest in the vault of the First Kalpa of the Labyrinth of Amala. The Moon Key is needed to open the door to the vault. Lets you read the words on the tombstones in the Burial Chambers and fight the bosses therein.
Deathstone ● Get from a chest or Shady Broker	EFF Gotten either from chests in the Labyrinth of Amala or from the Shady Broker on B1F of the Third Kalpa of the Labyrinth of Amala. Makes Fiend fusion possible, but one is consumed for each such fusion you perform.
Afterlife Bell ● Get in Event	EFF After hearing the right information in the Fourth Kalpa of the Labyrinth of Amala, you can find this from examining the human-shaped spot in Zoshigaya Cemetery. With this item, you can fuse Kishin Futomimi or Foul Sakahagi after seeing the right events in the Fourth Kalpa.
Heavenstone ● Get after a fixed battle	EFF Get after defeating Deity Baal Avatar on 462F of the Tower of Kagutsuchi. Opens the way to Kagutsuchi by offering it to the altars on 666F of the Tower of Kagutsuchi.
Earthstone ● Get after a fixed battle	EFF Get after defeating Tyrant Ahriman on 223F of the Tower of Kagutsuchi. Depending on your route through the game, you can get this item without a fight. Opens the way to Kagutsuchi by offering it to the altars on 666F of the Tower of Kagutsuchi.
Netherstone ● Get after a fixed battle	EFF Get after defeating Vile Noah on 329F of the Tower of Kagutsuchi. Depending on your route through the game, you can get this item without a fight. Opens the way to Kagutsuchi by offering it to the altars on 666F of the Tower of Kagutsuchi.

Gems

These are used in demon negotiations or at Rag's Jewelry, and are quite important. There are several new gems in this game that were not present in earlier *Shin Megami Tensei* games.

Diamond <input type="checkbox"/> Cheat <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>	Carried by Vile Samael (Boss) [Special]: Fury Shiva>Snake Raja Naga/Seraph Michael>Divine Throne
Pearl <input type="checkbox"/> Cheat <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>	Carried by Brute Ongyo-Ki (Boss) [Stonehunt]: Fallen Flauros [Special]: Seraph Michael>Divine Dominion/Seraph Gabriel>Divine Throne
Sapphire <input type="checkbox"/> Cheat <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>	Deity Odin/Element Flaemis/Mitama Saki Mitama/Fairy Titania/Brute Fuu-Ki (Boss)/Femme Clotho (Boss)/Tyrant Mot (Boss)/Foul Specter 1 (Boss) [Stonehunt]: Fairy High Pixie/Jirae Hua Po [Special]: Seraph Michael>Divine Power/Seraph Raphael>Divine Dominion/Seraph Gabriel>Divine Virtue
Emerald <input type="checkbox"/> Cheat <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>	Carried by Foul Mada (Boss) [Special]: Megami Uzume>Jirae Sarutahiko/Seraph Michael>Divine Virtue/Seraph Raphael>Divine Throne/Seraph Gabriel>Divine Dominion
Ruby <input type="checkbox"/> Cheat <input checked="" type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>	Carried by Megami Scathach/Lady Kali/Mitama Nigi Mitama/Vile Mada/Vile Girimehkala/Vile Tao Tie/Vile Pazuzu [Stonehunt]: Element Flaemis/Element Aeros/Element Aquans [Special]: Kishin Thor>Tyrant Loki/Seraph Raphael>Divine Archangel/Seraph Gabriel>Divine Angel/Seraph Uriel>Divine Power
Jade <input type="checkbox"/> Cheat <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>	Carried by Deity Amaterasu/Kishin Mikazuchi/Mitama Kusi Mitama/Fairy Kelpie/Fallen Decarabia/Fallen Ose [Stonehunt]: Nearly all Demons (Except all Elements, Fairy High Pixie, Fallen Flauros, Jirae Hua Po, and Brute Shikigami) [Special]: Seraph Michael>Divine Principality/Seraph Raphael>Divine Virtue/Seraph Gabriel>Divine Power/Seraph Uriel>Divine Throne
Opal <input type="checkbox"/> Cheat <input checked="" type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>	Carried by Deity Atavaka/Megami Sati/Yoma Dis/Divine Throne/Divine Virtue/Wilder Mothman [Request]: All Elements [Special]: Seraph Michael>Divine Archangel/Seraph Raphael>Divine Power/Seraph Gabriel>Divine Principality/Seraph Uriel>Divine Dominion
Amethyst <input type="checkbox"/> Cheat <input type="radio"/> Talk <input type="radio"/> Gift <input type="radio"/>	Carried by Fury Beji-Weng/Fallen Eigor/Tyrant Mot/Tyrant Surt/Tyrant Loki/Avatar Barong/Brute Kin-Ki (Boss)/Tyrant Surt (Boss) [Request]: Night Fomor [Stonehunt]: Nearly all Demons (Except Jirae Hua Po and Femme Datsue-Ba) [Special]: Seraph Michael>Divine Angel/Seraph Raphael>Divine Principality/Seraph Gabriel>Divine Archangel/Seraph Uriel>Divine Virtue
Agate <input type="checkbox"/> Cheat <input type="radio"/> Talk <input type="radio"/> Gift <input checked="" type="radio"/>	Carried by Element Erthys/Yoma Koppa/Beast Badb Catha/Brute Shiki-Ouji/Brute Ikusa/Brute Momunofu/Femme Shikome [Special]: Seraph Raphael>Divine Angel/Seraph Uriel>Divine Principality
Turquoise <input type="checkbox"/> Cheat <input checked="" type="radio"/> Talk <input type="radio"/> Gift <input checked="" type="radio"/>	Carried by Snake Quetzalcoatl/Snake Naga/Jirae Sarutahiko/Jirae Sudama/Vile Baphomet/Night Lilim/Night Kaiwan/Fallen Forneus (Boss) [Stonehunt]: Element Erthys [Special]: Seraph Uriel>Divine Angel
<input type="checkbox"/> Cheat <input checked="" type="radio"/> Talk <input checked="" type="radio"/> Gift <input checked="" type="radio"/>	Carried by Element Aeros/Fairy Pyro Jack/Divine Principality/Fallen Berith/Snake Nozuchi/Beast Cerberus/Brute Oni
Onyx <input type="checkbox"/> Cheat <input checked="" type="radio"/> Talk <input checked="" type="radio"/> Gift <input checked="" type="radio"/>	Carried by Fairy Setanta/Divine Power/Femme Rangda/Wilder Bicorn/Wilder Zhen/Haunt Legion/Haunt Psaca
Coral <input type="checkbox"/> Cheat <input checked="" type="radio"/> Talk <input checked="" type="radio"/> Gift <input checked="" type="radio"/>	Carried by Yoma Isora/Femme Dakini/Femme Taraka/Femme Datsue-Ba/Night Incubus/Wilder Nue/Foul Phantom
Aquamarine <input type="checkbox"/> Cheat <input checked="" type="radio"/> Talk <input type="radio"/> Gift <input checked="" type="radio"/>	Carried by Element Aquans/Yoma Apsaras/Fairy Oberon/Divine Dominion/Fallen Forneus/Snake Mizuchi/Tyrant Aciel/Tyrant Abaddon/Brute Nekomata (Boss)/Brute Sui-Ki (Boss) [Request]: All Elements [Stonehunt]: Nearly All Demons (Except Fairy Pixie and Fallen Flauros) [Special]: Seraph Uriel>Divine Archangel

Magatama Data

The Magatama bestow demonic power upon the protagonist. Understanding how they work is critical for survival.

How to Read Demon Data

<div><div>2</div><div>Magatama</div><div><div><div>1</div><div>TYPE</div><div>DARK</div></div></div></div>		<div><div>4</div><div>Where Found</div><div>Get automatically after the Conception (Equipped at start of game)</div></div>												<div><div>Statistic Modifiers</div><table><tr><td>St+2</td><td>Ma+1</td><td>3</td><td>Ag+1</td><td>Lu+1</td></tr><tr><td colspan="5">Skills Learned (Level Learned)</td></tr><tr><td>Lunge (LV3)</td><td colspan="4">Counter (LV20)</td></tr><tr><td>Analyze (LV4)</td><td colspan="4">7 Pierce (LV1)</td></tr><tr><td>Life Bonus (LV6)</td><td colspan="4">—</td></tr><tr><td>Berserk (LV10)</td><td colspan="4">—</td></tr></table></div>	St+2	Ma+1	3	Ag+1	Lu+1	Skills Learned (Level Learned)					Lunge (LV3)	Counter (LV20)				Analyze (LV4)	7 Pierce (LV1)				Life Bonus (LV6)	—				Berserk (LV10)	—			
St+2	Ma+1	3	Ag+1	Lu+1																																								
Skills Learned (Level Learned)																																												
Lunge (LV3)	Counter (LV20)																																											
Analyze (LV4)	7 Pierce (LV1)																																											
Life Bonus (LV6)	—																																											
Berserk (LV10)	—																																											
<div><div>5</div><div>Defense Type</div><div>Normal</div></div>		<div><div>Level Up Events</div><div>H</div><div>8</div><div>protagonist's HP/MP to max (7/8),Statistic (Usually Power) Up (1/8)</div></div>																																										
		Phys	Fire	Ice	Elec	Force	Almighty	Expel	Death	Curse	Nerve	Mind																																
		100	100	100	100	100	6 100	50	50	100	100	100																																

1 Light/Dark Alignment

The "Nature" of the Magatama (and the protagonist equipping it). There are three types: LIGHT, NEUTRAL, and DARK. Mastering the power of a Magatama (learning all skills) changes the protagonist's alignment and race name.

2 Name

Name of the Magatama.

3 Statistic Modifiers

Displays the bonus to statistics the protagonist gains when equipping the Magatama. Your abilities in combat such as damage and accuracy are based on these modified values, but there are certain situations (such as doors that require certain stat levels to open) where the bonus provided here is ignored.

4 Where Found

How to get the Magatama. For Magatama gained in events, the page number with more details on the event are listed, and for those bought in shops, the price is displayed here.

5 Defense Type

The defense type of the Magatama. For detailed information on each defense level, see the numbers listed.

6 Defense Type (Number)

Details on the defense levels of the Magatama, listed in percentage effectiveness. ★ means the Magatama is weak to the element, and ▲ indicates immunity to that element's corresponding Ailment (only for Ice and Elec).


7 Skills Learned

Skills that the Magatama teaches when equipping it while leveling up, and the requisite minimum level for each.

8 Level Up Events

When leveling up, there is a 30% chance that one of the events listed here will occur. The numbers in the parentheses indicate the chance that each event will happen in each case. In addition, in Statistic (Usually ○) Up events indicate that a single point will be distributed at random to one of the protagonist's statistics, in addition to the 1 point the player gets to allocate normally on level-up.

<div>Marogareh</div> <div><div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><</div></div></div>										
--	--	--	--	--	--	--	--	--	--	--

<div>Wadatsumi</div> <div><div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div><div>TYPE</div></div><div>NEUTRAL</div></div>		<div>Where Found</div> <div>In the Annex Lobby of Shinjuku Medical Center after defeating Fallen Forneus (p113).</div>																					
<div>Level Up Events</div> <div>Heal protagonist's HP/MP to max (7/8),Statistic (Usually Ma) Up (1/8)</div>																							
<div>Defense Type</div> <div>Ice Void/Elec Weak</div>	<table><tr><td>Phys</td><td>Fire</td><td>Ice</td><td>Elec</td><td>Force</td><td>Almighty</td><td>Expel</td><td>Death</td><td>Curse</td><td>Nerve</td><td>Mind</td></tr><tr><td>100</td><td>100</td><td>Void</td><td>150★</td><td>100</td><td>100</td><td>50</td><td>50</td><td>100</td><td>100</td><td>100</td></tr></table>	Phys	Fire	Ice	Elec	Force	Almighty	Expel	Death	Curse	Nerve	Mind	100	100	Void	150★	100	100	50	50	100	100	100
Phys	Fire	Ice	Elec	Force	Almighty	Expel	Death	Curse	Nerve	Mind													
100	100	Void	150★	100	100	50	50	100	100	100													

Statistic Modifiers				
—	Ma+3	Vi+2	Ag+2	Lu+1
Skills Learned (Level Learned)				
Ice Breath (LV7)	Anti-Ice (LV24)			
Mana Bonus (LV11)	—			
Ice Boost (LV13)	—			
Fog Breath (LV21)	—			

<div><div>Ichu</div><div><div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></</div></div></div></div></div>

<div><div>Hyomori</div><div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div></div></div>										
--	--	--	--	--	--	--	--	--	--	--

<div>Shirazi</div> <div><div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></</div></div></div></div>	
---	--

<div><div>Ilfari</div><div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><</div></div></div>

Kinoko  TYPE NEUTRAL	Where Found Bought at the Great Underpass of Ginza Junk Shop (6000¥). Level Up Events Heal protagonist's HP/MP to max (7/8), Statistic (Usually St) Up (1/8)	Statistic Modifiers St+5 — Vi+2 Ag+3 — Skills Learned (Level Learned) Heat Wave (LV18) — Focus (LV23) — Mind's Eye (LV25) — Might (LV29) —
Defense Type Phys Strong/Weak to Ailment Attacks	Phys 50 Fire 100 Ice 100 Elec 100 Force 100 Almighty 100 Expel 50 Death 50 Curse 150★ Nerve 150★ Mind 150★	
Mantra  TYPE LIGHT	Where Found In the Mantra Headquarters, after the Trial Comaat event and the defeat of Kishin Thor (p125). Level Up Events Inflict STUN (4/8), Heal the party's HP/MP to Max (3/8) Statistic (Usually Vi) Up (1/8)	Statistic Modifiers St+5 Ma+6 — — — Skills Learned (Level Learned) Shock (LV21) — Elec Boost (LV26) — Anti-Elec (LV30) — Void Elec (LV44) —
Defense Type Elec Void/Ice Weak	Phys 100 Fire 100 Ice 150★ Elec Void Force 100 Almighty 100 Expel 50 Death 50 Curse 100 Nerve 100 Mind 100	
Ichihara  TYPE DARK	Where Found Defeat Fallen Ose in the True Core of the Assembly of Nihiro (p129). Level Up Events Inflict CURSE (1/2), Heal the party's HP/MP to Max (1/2)	Statistic Modifiers — Ma+8 Vi+2 Ag+1 Lu+1 Skills Learned (Level Learned) Mana Drain (LV28) Mamudoon (LV49) Anti-Death (LV32) — Mamudo (LV35) — Evil Gaze (LV38) —
Defense Type Death Void/Expel Weak	Phys 100 Fire 100 Ice 100 Elec 100 Force 100 Almighty 100 Expel 100★ Death Void Curse 100 Nerve 100 Mind 100	
Mizuki  TYPE DARK	Where Found Defeat Snake Mizuchi (p131) on the top floor of Kabukicho Prison. Level Up Events Heal protagonist's HP/MP to max (4/8), Inflict POISON (3/8) Statistic (Usually Ma) Up (1/8)	Statistic Modifiers St+2 Ma+5 Vi+2 Ag+2 Lu+2 Skills Learned (Level Learned) Wild Dance (LV31) — Void Ice (LV45) — Glacial Storm (LV52) — Ice Drain (LV60) —
Defense Type Ice Void/Fire Weak	Phys 100 Fire 150★ Ice Void Elec 100 Force 100 Almighty 100 Expel 50 Death 50 Curse 100 Nerve 100 Mind 100	
Mizuki  TYPE LIGHT	Where Found Bought at the Asakusa Junk Shop (15000¥). Level Up Events Heal protagonist's HP/MP to max (3/4), Heal the party's HP/MP to Max (1/4)	Statistic Modifiers St+1 Ma+1 Vi+2 Ag+2 Lu+8 Skills Learned (Level Learned) Violet Flash (LV32) — Anti-Expel (LV33) — Divine Shot (LV41) — Void Expel (LV56) —
Defense Type Expel Void/Death Weak	Phys 100 Fire 100 Ice 100 Elec 100 Force 100 Almighty 100 Expel Void Death 100★ Curse 100 Nerve 100 Mind 100	
Mantra  TYPE NEUTRAL	Where Found In a Cache Cube after you defeat Brute Ongyo-Ki in Ikebukuro Tunnel (p133). Level Up Events Heal protagonist's HP/MP to max (4/8), Inflict CURSE (3/8) Statistic (Usually Ag) Up (1/8)	Statistic Modifiers St+4 Ma+4 Vi+1 Ag+4 Lu+1 Skills Learned (Level Learned) Void Mind (LV34) — Void Nerve (LV37) — Chaos Blade (LV40) — Void Curse (LV42) —
Defense Type Phys Strong/Fire/Ice Weak	Phys 50 Fire 150★ Ice 150★ Elec 100 Force 100 Almighty 100 Expel 50 Death 50 Curse 100 Nerve 100 Mind 100	
Gai  TYPE LIGHT	Where Found Solve all the levels of the Manikins Puzzle (p234) and return to Asakusa Road 2 (p135). Level Up Events Heal protagonist's HP/MP to max (3/4), Heal the party's HP/MP to Max (1/4)	Statistic Modifiers St+2 Ma+2 Vi+4 Ag+3 Lu+3 Skills Learned (Level Learned) Diarama (LV37) Diarahan (LV47) Life Refill (LV39) Mana Refill (LV51) Tetraja (LV41) — Mediarama (LV44) —
Defense Type Expel Void	Phys 100 Fire 100 Ice 100 Elec 100 Force 100 Almighty 100 Expel Void Death 50 Curse 100 Nerve 100 Mind 100	
Ded  TYPE NEUTRAL	Where Found Defeat the Moirae Sisters (Femme Clotho, Femme Lachesis, Femme Atropos) on 142F of the Obelisk (p145). Level Up Events Heal protagonist's HP/MP to max (1/4), Heal the party's HP/MP to Max (1/4) Inflict CURSE (1/4), Inflict STUN (1/4)	Statistic Modifiers St+2 Ma+6 Vi+2 Ag+2 Lu+2 Skills Learned (Level Learned) Tarukaja (LV42) Dekaja (LV46) Sukukaja (LV43) — Makakaja (LV44) — Rakukaja (LV45) —
Defense Type Curse Void (MUTE/POISON)	Phys 100 Fire 100 Ice 100 Elec 100 Force 100 Almighty 100 Expel 50 Death 50 Curse Void Nerve 100 Mind 100	
Mantra  TYPE DARK	Where Found Clear the Obelisk (p114), witness the Sabbath event behind the concealed door in Shibuya, and defeat Tyrant Mara. Level Up Events Heal protagonist's HP/MP to max (4/8), Inflict CURSE (3/8) Statistic (Usually Ma) Up (1/8)	Statistic Modifiers — Ma+8 Vi+7 — — Skills Learned (Level Learned) Tentarafoo (LV49) — Makajamon (LV53) — Xeros Beat (LV56) — — —
Defense Type Strong to Ailment Attacks	Phys 100 Fire 100 Ice 100 Elec 100 Force 100 Almighty 100 Expel 50 Death 50 Curse 50 Nerve 50 Mind 50	
Gai  TYPE NEUTRAL	Where Found Bought at the Junk Shop in Asakusa (30000¥). Level Up Events Heal protagonist's HP/MP to max (7/8), Statistic (Usually Vi) Up (1/8)	Statistic Modifiers St+3 Ma+3 Vi+3 Ag+3 Lu+3 Skills Learned (Level Learned) Hellfire (LV33) Magma Axis (LV65) Void Fire (LV42) — Mana Gain (LV45) — Fire Drain (LV60) —
Defense Type Fire Drain/Ice Weak	Phys 100 Fire Drain Ice 150★ Elec 100 Force 100 Almighty 100 Expel 50 Death 50 Curse 100 Nerve 100 Mind 100	

<

Rag's Jewelry Data

Use Rags Shop to exchange valuable gems for more valuable Items, Elements, and Mitamas.

Rag's Jewelry System

As explained on p21, Rag's shop is a special store where the protagonist can exchange gems for valuable items, Elements, and Mitamas. Here is a short explanation of how the store works.

The only thing needing explanation is the Featured Demons. For the items in the store, all of the available items are displayed in white for those you can buy, and gray for those that you don't have the right gems for. When trading for Elements and Mitama, the full list of those available isn't displayed in-game.

As you'll see when you visit the shop, the number and types of demons that are available at Rags will change with each successive visit. This is because Rag's stock changes at random, but there are some Elements and Mitama that will always be there for trade, and these are the Featured Demons of the shop. For each type, there is a pre-set Featured Demon, so there will be at least 4 Elements and 4 Mitama for trade. Any other Elements and Mitama available for trade are picked at random from the list here. At most 4 of each race will be picked, so in the

end, 4-8 Elements and Mitama will be available each time you visit the shop.

If there is an Element or Mitama on this list with abilities you want, but is not available when you enter the shop, try leaving and re-entering the shop until you get the one you want. Don't compromise when you're spending your valuable gems.

Description of List Items

■Gems Needed

The type and number of gems needed to buy that item, Element, or Mitama. See the Gems list on p350 for details on where to find each type.

■LV

The level of the Element or Mitama when you buy it. There are instances where you can buy the same demon of the same level, but with different statistics and Skills. In addition, Elements and Mitamas listed with a ★ are the Featured Demons as discussed above; they will always be available for trade.

■HP, MP

The Max HP and MP of the Element or Mitama when you buy it. These are decided by the demon's Level and statistics.

■St, Ma, Vi, Ag, Lu

The initial stat levels of the Element or Mitama when you buy it. Featured Demons have the same statistics as those listed in the Demon Data starting on p260, but the rest have higher stats based on their level. Which ones are higher depends on the demon. Numbers in red and blue indicate statistics higher and lower than the base statistics respectively.

■Skills

Skills that the Element or Mitama has when you buy it, and those that it will learn after gaining levels. Skills on a blue background are those that the demon doesn't start with, and the parentheses indicate at what level it will learn it. In general, the Elements and Mitamas available at Rag's learn the same skills as those listed in the Demon Data, but there are some that learn skills that the Element or Mitama would not gain normally.

Item List

(1)

Item Name	Gems Needed
Bead Chain	Aquamarine x3
Chakra Pot	Sapphire x2
Great Chakra	Diamond
Soma Droplet	Amethyst
Balm of Rising	Pearl
Megido Rock	Ruby
Megidola Rock	Ruby x2
Pot of Death	Garnet, Emerald

Item List

(2)

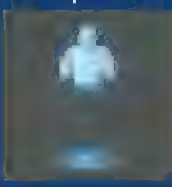
Item Name	Gems Needed
Magic Mirror	Opal, Onyx
Attack Mirror	Opal, Turquoise
Dekaja Rock	Garnet, Coral
Terraja Rock	Garnet, Aquamarine
Repulse Bell	Garnet, Turquoise
Attract Pipe	Coral, Turquoise
Smoke Ball	Onyx, Aquamarine

Element Flaemis



LV	HP	MP	St	Ma	Vi	Ag	Lu	Skills				Gems Needed
★20	156	96	10	12	6	6	7	Maragi	Bright Might	Makakaja (21)	Media (22)	Pearl, Cora
								Void Mind (23)	Agilao (24)	—	—	
21	162	102	10	13	6	6	7	Maragi	Bright Might	Makakaja	Media (22)	Pearl, Garnet
								Void Mind (23)	Agilao (24)	—	—	
22	168	105	11	13	6	6	7	Maragi	Bright Might	Makakaja	Media	Pearl, Onyx
								Void Mind (23)	Agilao (24)	—	—	
21	162	99	11	12	6	6	7	Maragi	Bright Might	Mabufu	Media (22)	Pearl, Turquoise
								Void Mind (23)	Agilao (24)	—	—	
22	168	102	11	12	6	6	8	Maragi	Bright Might	Mabufu	Diarama	Pearl, Aquamarine
								Void Mind (23)	Agilao (24)	—	—	

Element Aquans



LV	HP	MP	St	Ma	Vi	Ag	Lu	Skills				Gems Needed
★15	126	75	6	10	6	6	8	Sukukaja	Anti-Expel	Mabufu (16)	Anti-Nerve (17)	Agare, Aquamarine x2
								Life Bonus (18)	Bufula (19)	—	—	
16	132	78	6	10	6	6	9	Sukukaja	Anti-Expel	Mabufu	Anti-Nerve (17)	Agare x2, Aquamarine x2
								Life Bonus (18)	Bufula (19)	—	—	
17	138	84	6	11	6	6	9	Sukukaja	Anti-Expel	Mabufu	Anti-Nerve	Agare x3, Aquamarine x2
								Life Bonus (18)	Bufula (19)	—	—	
16	132	81	6	11	6	6	8	Sukukaja	Anti-Expel	Void Ice	Anti-Nerve (17)	Agare x2, Aquamarine x3
								Life Bonus (18)	Bufula (19)	—	—	
17	138	84	7	11	6	6	8	Sukukaja	Anti-Expel	Void Nerve	Void Mind	Agare x3, Aquamarine x3
								Life Bonus (18)	Bufula (19)	—	—	

Element Aeros	LV	HP	MP	St	Ma	Vi	Ag	Lu	Skills				Gems Needed
									Diā	Zio	Lullaby (12)	Marin Karin (13)	
★11	102	57	5	8	6	8	5		Anti-Mind (14)	Toxic Sting (15)	—	—	Agate, Turquoise x2
12	108	60	5	8	6	9	5		Diā	Zio	Lullaby	Marin Karin (13)	Agate x2, Turquoise x2
13	114	66	5	9	6	9	5		Anti-Mind (14)	Toxic Sting (15)	—	—	Agate x3, Turquoise x2
12	108	60	6	8	6	8	5		Diā	Zio	Dormina	Marin Karin (13)	Agate x2, Turquoise x3
13	114	63	6	8	6	8	6		Anti-Mind (14)	Toxic Sting (15)	Mopatra	Media	Agate x3, Turquoise x3

Element Erthys	LV	HP	MP	St	Ma	Vi	Ag	Lu	Skills				Gems Needed
									Zio	Patra	Rakukaja (8)	Anti-Curse (9)	
★7	90	36	6	5	8	4	5		Arbitration (10)	Mazio (11)	—	—	Agate, Onyx x2
8	102	39	5	5	9	5	5		Zio	Patra	Rakukaja	Anti-Curse (9)	Agate x2, Onyx x2
9	114	42	5	5	10	5	5		Arbitration (10)	Mazio (11)	—	—	Agate x3, Onyx x2
8	108	39	5	5	10	4	5		Zio	Patra	Yarukaja	Anti-Curse (9)	Agate x2, Onyx x3
9	120	42	5	5	11	4	5		Arbitration (10)	Mazio (11)	—	—	Agate x3, Onyx x3

<div>Mitama</div> <div>Saki Mitama</div> 	LV	HP	MP	St	Ma	Vi	Ag	Lu	Skills				Gems Needed
	★35	270	138	10	11	10	11	20	Dormine	Trade	Analyze	Mazanma (36)	Jade, Sapphire
									Mediarama (37)	Mazionga (38)	Tetrakam (39)	—	
	36	276	144	10	12	10	11	20	Dormine	Trade	Analyze	Mazanma	Jade, Sapphire x2
									Mediarama (37)	Mazionga (38)	Tetrakam (39)	—	
	37	282	144	10	11	10	11	22	Dormine	Trade	Analyze	Mazanma	Jade, Sapphire x3
									Mediarama	Mazionga (38)	Tetrakam (39)	—	
	36	276	141	10	11	10	11	21	Dormine	Trade	Analyze	Zandyne	Jade x2, Sapphire
									Mediarama (37)	Mazionga (38)	Tetrakam (39)	—	
	37	282	144	11	11	10	11	21	Dormine	Trade	Analyze	Mazanma	Jade x2, Sapphire x2
								Diarahan	Mazionga (38)	Tetrakam (39)	—		

<div>Mitama</div> <div>Kusi Mitama</div> <div></div>	LV	HP	MP	St	Ma	Vi	Ag	Lu	Skills				Gems Needed
	★32	240	150	9	18	8	12	12	Sukukaja	Dekaja	Analyze	Anti-Force (33)	Jade,Opal
	33	246	156	9	19	8	12	12	Sukukaja	Dekaja	Analyze	Anti-Force	Jade,Opal x2
									Anti-Ice (34)	Anti-Elec (35)	Anti-Fire (36)	—	
	34	252	162	9	20	8	12	12	Sukukaja	Dekaja	Analyze	Anti-Force	Jade,Opal x3
									Anti-Ice	Anti-Elec (35)	Anti-Fire (36)	—	
	33	246	153	9	18	8	13	12	Sukukaja	Dekaja	Analyze	Force Void	Jade x2,Opal
									Anti-Ice (34)	Anti-Elec (35)	Anti-Fire (36)	—	
	34	258	156	9	18	9	13	12	Sukukaja	Dekaja	Analyze	Force Void	Jade x2,Opal x2
									Void Ice	Anti-Elec (35)	Anti-Fire (36)	—	

<div>Mitama</div> <div>Nigi Mitama</div> 	LV	HP	MP	St	Ma	Vi	Ag	Lu	Skills				Gems Needed
	★29	234	117	10	10	10	16	10	Rakunda	Persuade	Analyze	Fire Boost (30)	Jade, Amethyst
									Elec Boost (31)	Ice Boost (32)	Force Boost (33)	—	
	30	240	120	10	10	10	17	10	Rakunda	Persuade	Analyze	Fire Boost	Jade, Amethyst x2
									Elec Boost (31)	Ice Boost (32)	Force Boost (33)	—	
	31	246	126	10	11	10	17	10	Rakunda	Persuade	Analyze	Fire Boost	Jade, Amethyst x3
									Elec Boost	Ice Boost (32)	Force Boost (33)	—	
	30	240	120	11	10	10	16	10	Rakunda	Persuade	Analyze	Void Fire	Jade x2, Amethyst
									Elec Boost (31)	Ice Boost (32)	Force Boost (33)	—	
	31	246	126	10	11	10	16	11	Rakunda	Persuade	Analyze	Void Fire	Jade x2, Amethyst x2
								Void Elec	Ice Boost (32)	Force Boost (33)	—		

<div>Mitama Ara Mitama</div> 	LV	HP	MP	St	Ma	Vi	Ag	Lu	Skills				Gems Needed
	★25	210	105	12	10	10	10	10	Tarukaja	Bright Might	Analyze	Life Aid (26)	Jade,Ruby
									Life Refill (27)	Counter (28)	Lunge (29)	—	
	26	216	108	13	10	10	10	10	Tarukaja	Bright Might	Analyze	Life Aid	Jade,Ruby x2
									Life Refill (27)	Counter (28)	Lunge (29)	—	
	27	228	111	13	10	11	10	10	Tarukaja	Bright Might	Analyze	Life Aid	Jade,Ruby x3
									Life Refill	Counter (28)	Lunge (29)	—	
	26	216	111	12	11	10	10	10	Tarukaja	Bright Might	Analyze	Mana Aid	Jade x2,Ruby
									Life Refill (27)	Counter (28)	Lunge (29)	—	
	27	228	114	12	11	11	10	10	Tarukaja	Bright Might	Analyze	Mana Aid	Jade x2,Ruby x2
Life Refill									Counter (28)	Lunge (29)	—		

EVENT GUIDE

Many optional events (not necessary to complete the game) are present in *Shin Megami Tensei: Nocturne*, so you might miss some of them. Here all the events are listed in the order in which you can see them.

■ Walkthrough Route Key

● Event Description Background Color

■ = 3D Dungeon-related.

□ = 2D Field-related.

■ = Labyrinth of Amala-related. For the most part, you can come back to these parts of the walkthrough later than when it is first listed.

● Event Order (Arrows and Lines) Color

■ = Indicates a route traveled on foot

■ = Indicates a switch to a cut scene

■ = Indicates a route traveled via Terminal Teleportation

■ = Indicates travel through Labyrinth of Amala Warp Zones

*Areas where the path through the game branches off to right indicate events that are optional based on the player's actions. They are not necessary to see to complete the game. The light-blue and green areas below indicate parts of the prologue before the Conception, and are thus a different color than the areas indicated in the rest of the event guide.

Yoyogi Park Station

Talk to a woman that looks like Yuko Takao in a dream. In second and successive playthroughs, there will be an option to change the protagonist's clothes to those worn in the initial release of *Shin Megami Tensei: Nocturne*. During the conversation, you choose both the protagonist's and Yuko Takao's names.

Yoyogi Park Station

Receive mail from a friend. Enter his name. Default is Isamu Nitta.

Talk to the man at the ticket counter about the attack in Yoyogi Park.

You can buy a Mysterious Drink at the vending machine near the ticket counter. After the Conception it turns into Sacred Water.

Shinjuku-Shibuya Area

*You can enter Yoyogi Park East Plaza and the main annex of the Shinjuku Medical Center. The Yoyogi Park West Plaza and Shinjuku Medical Center Annex are both closed off. If you examine the TV in Shibuya Center, you can see an interview with Hikawa.

Yoyogi Park East Plaza

Meet Hijiri. Get a phone call from a female friend. Enter her name (default is Chiaki Hayasaka).

Shinjuku Medical Center (Enter from Main Entrance)

1F Lobby: Meet Chiaki Hayasaka in the lobby. This event does not happen if you have not met Hijiri in Yoyogi Park.

Medical Center 2F: Meet Isamu Nitta in 201A or 203A. Where Isamu appears depends on whether the protagonist first went to the left or right hallway (see p112).

Medical Center 2F: You can buy a Mysterious Drink from the vending machine near the elevator. After the Conception it turns into Sacred Water.

Lobby: Talk to Chiaki, and get the ID Card from Isamu.

B1F: Enter the Underground Facility with the ID Card. Meet Hikawa and Yuko Takao.

B1F: In the hall, meet a mysterious child and old woman.

Roof: Come here via the elevator and meet Yuko Takao, and the Conception takes place. Afterwards in a strange dimension you meet the child and old woman. Get the Magatama Marogareh.

Shinjuku Medical Center

B1F: Go past the terminal and you will enter the room. There you will meet Hijiri. Afterwards, you can save the game in Terminals.

B1F: When you try to get on the elevator, you will be warped to a strange place.

Strange Place

B1F: Try to get on the elevator and you will be warped to a strange place.

In the hall, there is a fixed battle. (Foul Will o' Wisp x2p192)

Further in the hall, there is another fixed battle. (Haunt Pretap192)

In the corridor opposite your destination (Where the Cache Cube is) there is a fixed battle (Jirae Kodama + Foul Will o' Wisp192). You do not have to fight this battle.

In front of your destination, there is a fixed battle (Jirae Kodama x2p192)

Beyond the door, you will be warped to the Medical Center after hearing a strange voice. You cannot return.

Shinjuku Center

Medical

Center 2F: In the hall, talk to the Pixie and get her to join you.

Center 2F: Fixed fight in 203A (Haunt Pretap193) After the fight, you get the Annex Pass.

Center 2F: Use the Annex Pass to go to the annex.

Talk to the Soul on at the Heal Spot on 1F and answer 'Yes' to get healed.

Annex 1F: Boss Battle in the lobby (Fallen Forneusp193) After winning, get the Wadatsumi Magatama.

Talk to the Soul by the Heal spot to get 750 K after the battle with Forneus.

Annex 1F: After leaving, there is an event with the boy and old woman. Afterwards a mysterious man (Fiend Dante) appears.

Shinjuku- Shibuya Area

*After leaving the Medical Center, you can return there or go to Yoyogi Park West Plaza or Shibuya. You cannot get into Yoyogi Park East Plaza.

Yoyogi Park West Plaza

Enter the Plaza and the Pixie that joined you in the Medical Center can leave the party. (see p113) If she leaves, she gives you the Ankh Magatama. Otherwise the Pixie stays with you and you do not get Ankh. You can bypass this event completely. However, until you see this event or clear the upcoming Amala Network, you cannot use the Pixie in a fusion or kick her out of your party.

When you first visit the Fountain of Life, there is an event with the Lady of the Fount. This event takes place at the first Fountain of Life you visit, and not necessarily here.

Shibuya

The areas you can visit are the Terminal, Junk Shop, Cathedral of Shadows, and the Fountain of Life. You can buy the Magatama Iyomante and Shiranui at the Junk Shop.

*The two events to the right can be seen in any order.

B1F: At the Cathedral of Shadows, demon fusion is explained to you.

B2F: Meet Chiaki Hayasaka at Club Inferno.

B1F: Talk to the Soul by the stairs to B2F for a fixed battle (Foul Will o' Wisp194).

B2F: Talk to the Nekomata at Club Inferno to fight it (Beast Nekomatap194). After the battle, she will tell you the name of the Assembly of Nihilo.

Area 1 B1F: After seeing the event at the Cathedral of Shadows and meeting Chiaki at Club Inferno, you will meet Hijiri at the Terminal. He can teleport you to the Amala Network. After this, you can use the Terminals to teleport to places you have visited, and use S-Terminals to teleport to their corresponding Main Terminals.

Anomaly Network (1)

Events where stairs on B2F and B1F disappear. Go to the Anomaly on each floor and talk to Hijiri, and the staircases will reappear.

1F: Boss Battle in the Anomaly (Foul Specter194). You can temporarily avoid the battle through the choices in conversation with the Specter.

1F: Warp to the Labyrinth of Amala on the way to the exit

Labyrinth of Amala Entrance

*The doors to the Terminal and the holes to the Kalpas are sealed, and you cannot get through them.

Examine the Peephole and there will be an event with the old gentleman in the wheelchair. You will get the Candelabrum of Sovereignty. After the event, you will be warped to the Ginza Terminal.

Ginza

After arriving at the Terminal from the Labyrinth of Amala, there is an event where you hear Hijiri's voice. He will ask you to look for Hikawa. Afterwards, you can explore Ginza.

The facilities here are a Terminal, Cathedral of Shadows, Rag's Jewelry, and a Fountain of Life. At the Cathedral of Shadows you can do Sacrifice Fusions.

Get information at Nyx's Lounge. You can talk to Madam Nyx, the guests or Loki at the table.

Ginza-Yurakucho Area

*The only area immediately accessible is Harumi Warehouse. The Assembly of Nihilo is closed off to you, as is its second entrance and Yurakucho Tunnel, on the other side of the Rainbow Bridge.

Assembly of Nihilo

Fallen Eligor will throw you out at the entrance. You cannot enter.

Harumi Warehouse

Push the switch on the wall to open the shutter down to the Great Underpass of Ginza.

Great Underpass of Ginza

At 4 places in the Underpass, you will be seen by a Manikin.

Meet the old Manikin on B2F.

In the areas with Manikins and without enemies, you can use the Terminal and a Junk Shop. The Junk Shop sells the Magatama Hifumi, Kamudo and Ankh (Ankh only if you did not leave Pixie at Yoyogi). From here on, you can get Lucky Tickets when spending at least 1000¥ at the Junk Shops.

The Manikin guard will throw you out at the door to Ikebukuro. You cannot pass until finishing the 1000 Yen Bill event.

The Collector Manikin asks you to find money (1000 Yen Bill).

Ginza

Talk to Loki at Nyx's Lounge and you will get a hint about the 1000 Yen Bill. Loki will offer to sell it to you for 20,000,000¥, but as your max money is 9,999,999¥, you can never buy it.

From exit, you can get into the back door of Loki's vault. The Troll guardian is not there. Get the 1000 Yen Bill from a Cache Cube in the vault.

Leave the room and you will have to fight the Troll Guard, now returned (Fairy Troll195).

Great Underpass of Ginza

Get the Letter after giving the 1000 Yen Bill to the Collector Manikin.

Give the Letter to the gate guard, and you can proceed down the tunnel to Ikebukuro.

In the tunnel, beyond the frightened Manikin, is a Fiend battle (Fiend Matadorp222). Unlike other Fiend battles, this one cannot be avoided. After the fight, get the Candelabrum of Foundation. Then you hear the voice of the Lady in Black, who asks you to come to the Labyrinth of Amala. (After this, you can travel to the Labyrinth of Amala via the Terminals.)

Labyrinth of Amala Entrance

Examine the Peephole and there will be an event with the Old Man and the Lady in Black. Afterwards, the door further in will open and you can go to the First Kalpa.

Warp Zone
1

Labyrinth of Amala First Kalpa

Put the Candelabrum of Foundation on the Pedestal and you can enter the First Kalpa.

Burial Chamber 1 is on 1F. The tombstones are of Fallen Forneus and Fairy Troll. At this point you will not have the Black Visor so you cannot fight these battles again.

*Second time through only: Enter the Burial Chamber and Cerberus appears. If you have met the right requirements, you will be warped to B666F of the Fifth Kalpa. There you can see a special event. Until making those requirements and seeing the event, you can visit Cerberus in the room as many times as you want.

From the Shady Broker on 1F, you can buy a Haunt Psaca (15000¥) with some useful exploration skills (*Protagonist's level must be 28 or above).

Burial Chamber 2 is on B2F, beyond the illusory wall on 1F. The tombstones are of Beast Orthrus and Femme Yaksini. At this point you will not have the Black Visor so you cannot fight the battles again.

Activate the switch in the East Vault on B1F to open the door blocking the path to B2F.

Examine the Peephole on B2F and the Lady in Black will tell you about the Vortex World. You can hear this explanation whenever you want (this works at the peepholes on any Kalpa). After this, the door that leads down to the Second Kalpa opens.

Warp Zone
2

Labyrinth of Amala Second Kalpa

Upon entering the Pedestal Chamber, you'll see an event where a mysterious voice threatens you in an attempt to stop you from exploring the Labyrinth of Amala. At this point, you cannot proceed further into the level.

Great Underpass of Ginza

Zoshigaya Cemetery

Ikebukuro- Kabukicho Area

*You can only go to Ikebukuro from Zoshigaya Cemetery.

Ikebukuro

The facilities available here are a Terminal, Junk Shop, Cathedral of Shadows, and Fountain of Life. No Magatama are available for sale at the Junk Shop.

Talk to the Oni near the entrance to fight it (Brute Onip195). If you do not fight him, he will leave after the attack on Nihilo.

Ikebukuro

An Oni will ask you a Reason question near the escalator on B1F of the West Hall.

Enter the southeast room on 1F of the Main Hall for a fight (Brute Oni x2p196).

Mantra's Headquarters

After entering, there is an event with Thor and Isamu Nitta. The protagonist is thrown into the prison on 3F.

After examining the walls of the prison and talking to the other prisoners, the guard Pyro Jack opens your cell. However, you can only go to the arena.

Talk to the guard of the south gate on 3F (an Oni) and for 200℔, he will tell you the rules of the trial. For another 200℔ he will give you hints for the fights.

Trial Event. There are three consecutive boss battles (Beast Orthrus, Femme Yaksini, Kishin Thorp196,197), but you can regroup after each battle. Defeat Thor and get the Magatama Narukami. After the battle, you will be ejected into Ikebukuro (by the southeast door of B1F of the West Hall).

Ikebukuro

On 1F of the main hall, Fiend Dante will appear when you approach the Mantra Headquarters. There is a Fiend Battle (Fiend Dantep222).

Mantra's Headquarters

Talk to Isamu in the south prison on B1F.

On B1F, the door at the end of the hall will open if the protagonist's "St" statistic is at least 24 (ignoring Magatama bonuses). The Magatama Gaea is inside the room.

Meet with Gozu-Tennoh on 60F. Your demon stock will be increased by 2. Gozu-Tennoh will ask you a Reason question during the conversation.

Ikebukuro

There is a Fiend Fight in front of the escalator on the East Hall of B1F. (Fiend Daisoujoup223) After the battle, you get the Candelabrum of Infinity.

Ginza

Ginza-Yurakucho Area

*At this point, you can now enter the Assembly of Nihilo.

Assembly of Nihilo

B2F: There is an event with Hijiri in the False Core. The spinning hallway will return to normal, and you can ride the elevator down to B10F. There is a Reason question in the conversation with Hijiri.

B10F: In the round center hall, there is a fixed battle (Night Incubus, Yoma Koppap197). After the battle, you get the Yellow Kila.

B10F: Enter the White Treasure Room from past the Magatsuchi Storage Area (Turning block puzzlep126)

Inside the Treasure Room, get the White Kila. There is then a fixed battle (Fallen Eligorp198).

B11F: Enter the Red Treasure Room past the Magatsuchi Storage Area.

B11F: There are three fixed battles beyond the entrance of the Red Treasure Room (Fallen Eligorp198)

B11F: Get the Red Kila from the treasure room. Afterwards there is a battle (Fallen Berithp198)

SHIN MEGAMI TENSEI
NEW RELEASE

Assembly of Nihilo

B11F: Fix the switches in the Magatsuchi Warehouse to get to B12F.

B12F (B13F): Get through the Magatsuchi Warehouse despite Kaiwan's best efforts, and into the Green Treasure Room area.

B12F: In the furthest part of the Green Treasure Room area, open the empty Cache Cube. When you leave the room, there is an event involving Kaiwan.

B12F: Follow the fleeing Kaiwan to the 8 small rooms. In six of them are battles (Fairy Kelpie199/Fairy Kelpie x2p199/Night Kaiwan <False>p199/Night Kaiwan <True> x3p200). Defeat the true Kaiwans to get the Green Kila.

B10F: Place the 4 Kilas on their respective Pedestals to open a spiral path down to B14.

B15F: Enter the central True Core. You'll meet Hikawa and fight a boss (Fallen Osep200). After the battle, you get the Magatama Anathema, and are teleported outside.

Ginza-Yurakucho Area

*After being teleported outside the Assembly of Nihilo, you cannot re-enter the building. Assembly of Nihilo is also removed from the list of places you can teleport to via the Terminals.

Ginza

Ikebukuro

Mantra's Headquarters

On 1F, there is an event with Chiaki. She will explain the ideals of Yosuga. There is a Reason question in the conversation. Agree and you will lean heavily toward Yosuga. The other questions do not affect the protagonist's Reason.

The locked cells on B1F and 3F are now open, so you can get the treasure inside them.

*The two events to the right can be done in any order

60F: There is an event in Gozu-Tennoh's chamber. After leaving the room, there is an event with Kishin Thor. Afterwards, the demons stationed in the Mantra Headquarters change.

B1F: There is an event with Isamu in the prison.

After the two above events, the main gate on 1F opens, and you can head toward Kabukicho.

Ikebukuro-Kabukicho area

*You can get to Kabukicho prison via Ikebukuro Highway. At this point, you cannot enter the Ikebukuro Tunnel.

There is a Fiend battle on Ikebukuro Highway (Fiend Hell Bikerp223). You can opt to run before the battle. Win to get the Candelabrum of Dignity.

Ikebukuro

Labyrinth of Amala Entrance

Warp Zone
1

Labyrinth of Amala First Kalpa

Warp Zone
2

Labyrinth of Amal's Second Kalpa

Place the Candelabrum of Dignity and the Candelabrum of Infinity on the Pedestals, and the door into the Second Kalpa will open. The Warp Zone linking the Second Kalpa and the entrance will also open.

In the northeast room of B2F there is a Wilder Nue with healing skills for sale (30000).

In the cursed area of B3F (Where your HP are halved with each step), if you make it to B4F there is an NPC demon (Yoma Efrete). Talk to him at this point to get 250,000.

Get the Moon Key from a Cache Cube in a small room on B4F.

Labyrinth of Amal's First Kalpa

On B1F, enter the West Vault and use the Moon Key to get the Black Visor. Afterwards, you can fight the bosses in the Burial Chambers.

Labyrinth of Amal's Second Kalpa

On B2F, go to B3F past the door locked by the Moon Key. Proceed down the hidden hallway, and you can get to Burial Chamber 3. The tombstones are of Night Kaiwan and Fallen Ose. You can fight them if you have the Black Visor.

On the north side of B3F, Burial Chamber 4 is locked by the Moon Key. The tombstones are of Snake Mizuchi and the Moirae sisters (Femme Clotho, Femme Lachesis, Femme Atropos). You can fight them if you have the Black Visor.

Go to B4F past the door locked by the Moon Key on B2F. Examine the Peephole to learn more about Hikawa. You can hear this explanation whenever you want (it works at the peepholes on any Kalpa). Afterwards, the door that leads down into the Third Kalpa opens.

Warp Zone
3

Labyrinth of Amal's Third Kalpa

Before the pedestals on 1F, meet the Four Horsemen of the Apocalypse. At this point you cannot go further into the Kalpa. However, going here and seeing this event allows you to fight Fiend Red Rider, Fiend Black Rider, Fiend White Rider, and Fiend Pale Rider later.

Ikebukuro

Mantra's Headquarters

Ikebukuro-Kabukicho Area

Kabukicho Prison

There is a battle on 1F in front of the Strange Wall (Snake Nagap201). You get the Umugi Stone afterwards.

On 4F in the Mirage, examine the cell and you'll meet the Digging Manikin. He asks you to find a new spoon.

On 2F in the Mirage, examine the cell, and you'll meet the Collector Manikin. He gives you the Spoon.

Give the Spoon to the digging Manikin on 4F in the mirage, and he opens a hole in the floor.

Go to a new area on 3F via the hole on 4F that the Manikin dug.

On 5F in the Mirage there is a boss battle (Snake Mizuchi201). Defeat Mizuchi to get the Magatama Miasma. The Mirage will disappear and you can no longer travel using the Umugi Stone.

In the room beyond Mizuchi's, meet Futomimi.

Meet Isamu in the adjoining room with the broken terminal. During the conversation you will be asked a Reason question.

After meeting Isamu and leaving Mizuchi's room, there is an event with Futomimi. After this, you can enter the Ikebukuro Tunnel in the Ikebukuro-Kabukicho Area. However you cannot get to Asakusa yet. In addition the junk on Kabukicho prison is cleared away so that you can get from 1F to 5F via the normal stairwells at the northeast and northwest of each floor.

Ginza

There is an event with Hijiri at the Terminal. Afterwards, you can enter the town of Asakusa.

Ikebukuro

Mantra's Headquarters

Ikebukuro-Kabukicho Area

Ikebukuro Tunnel

Enter the Tunnel from East Ikebukuro Station. You can pass through without fighting the 4 Oni.

In a small room on B4F, there is a boss battle when you talk to the Oni therein (Brute Kin-Kip202). You can avoid the battle depending on how you respond.

In a small room on B4F, there is a boss battle when you talk to the Oni therein (Brute Sui-Kip202). You can avoid the battle depending on how you respond.

In a small room on B2F (Kuramae Station), there is a boss battle when you talk to the Oni therein (Brute Fuu-Kip203). You can avoid the battle, but it will cost money to do so.

If you have defeated Kin-Ki, Sui-Ki, and Fuu-Ki, you can enter the cave on B2F (Kuramae Station). There is a boss battle inside (Brute Ongyo-Kip203). After the battle you can get the Magatama Murakumo in the room beyond.

Exit to the surface from Kuramae Station.

Asakusa-Yushima Area

*The only place you can go to is Asakusa.

Asakusa-Mifunashiro

The facilities available here are a Terminal, Junk Shop, Cathedral of Shadows, and a Fountain of Life. You can buy the Magatama Nirvana and Gehenna in the Junk Shop.

If you have seen the event in the Third Kalpa with the four Horsemen, then there is a Fiend Battle in front of the Terminal when you enter Asakusa. (Fiend White Riderp224). Even if you avoid the fight, White Rider will chase you to the Shibuya, Ginza, and Ikebukuro terminals until you defeat him. Win the battle to get the Candelabrum of Compassion.

*The two events to the right can be done in any order.

There is an event at the Terminal where you meet Hijiri again.

At the entrance of Mifunashiro, meet Futomimi again. You cannot proceed into Mifunashiro at this point.

On B2F of Underground Road 2, you can play a puzzle game with a Manikin child. Finish all 20 levels to get the Magatama Geis. Once completing the Amala Temple, you cannot play this game until completing Mifunashiro.

Meet Hijiri at the Terminal. The second entrance to the Assembly of Nihilo in the Ginza-Yurakucho area opens up.

Great Underpass of Ginza

If you have defeated Fiend White Rider, there is a Fiend Battle in front of the Terminal (Fiend Red Riderp225). After the battle, you get the Candelabrum of Insight.

Ginza

Ginza~ Yurakucho Area

You cannot use this stairway to get to Yurakucho Tunnel yet.

Assembly of Nihilo Second Entrance

Assembly of Nihilo Marunouchi Entrance

Marunouchi~ Chiyoda Area

You can only get into the Obelisk. You can go to Masakado's Grave, but can't get inside.

Obelisk

15F: Meet the 3 bosses (Moirae sisters: Clotho, Lachesis, Atropos)

30F, 52F, 77F: Kagutsuchi Phase Puzzles. See p139-142 for solutions.

77F: There is a Cathedral of Shadows and a S-Terminal here.

99F: You can take a lift down to 85F, where you can solve a Kagutsuchi Phase Puzzle (see p142) and go further down to B2F and get a rare item, the Spyglass.

128F: Fight several battles while solving a Kagutsuchi Phase Puzzle (Femme Clotho, Femme Lachesis, and Femme Atropos (p204). Defeat them all and solve the puzzle to continue (see p144).

142F: Fight all 3 Moirae Sisters (Strategisp205). Win the fight and get the Magatama Djed. Afterwards, you can go to the top of the tower.

Top Floor: Meet Yuko Takao again. Your stock increases by 2. Afterwards, the Asakusa Tunnels will be open to you.

Shibuya

At a Full Kagutsuchi, behind a door in the Plaza (hidden by a building) you can fight a boss battle (Tyrant Marap206). Win and you'll get the Magatama Muspell.

Shinjuku Medical Center

If you've defeated Fiend Red Rider, you can fight a Fiend Battle in 2F, room B204 (Fiend Black Riderp226). Win and you get the Candelabrum of Wisdom.

Asakusa

In tunnel 3, from an NPC demon you can learn that Hikawa is in Ikebukuro.

Labyrinth of Amala Entrance

Warp Zone
2

Labyrinth of Amala Second Kalpa

Warp Zone
3

Labyrinth of Amala Third Kalpa

Place the Compassion, Insight, and Wisdom Candelabums to open the door to the Third Kalpa. In addition, the Warp Zone between the Entrance and the Third Kalpa will open.

1F: Travel to B1F through Stat Check Doors. The minimums are 15 for St, 15 for Ma, and 10 for Lu.

Beyond the St Check area (St 15 minimum) is Burial Chamber 5. The tombstones are of Brute Kin-Ki, Brute Sui-Ki, and Brute Fuu-Ki. If you have the Black Visor and have defeated these bosses, you can fight them again here.

Labyrinth of Amala Third Kalpa

Beyond the St Check area (25 minimum) you can buy a Haunt Preta with powerful skills (150000t) from a Shady Broker. In addition, this room will not open unless your alignment is DARK.

Beyond the Ma Check area (20 Minimum) you can buy a Vile Arahabaki with defense and barrier skills (70000t) from a Shady Broker. However, if your alignment is not LIGHT, you cannot open this door.

Beyond the Lu Check area (18 Minimum) is Burial Chamber 6. The tombstones are of Brute Ongyo-Ki, Tyrant Mara, and Night Black Frost. If you have the Black Visor and have defeated these bosses, you can fight them again here.

B2F: You will meet Dante. Afterwards is the Dante Chase Event (see p184). Dante will ask you a question. If your answer is "No," he'll temporarily leave and you can continue to explore. If you keep going onward, the Chase Event will begin.

Chase Event 1: While avoiding Dante, hit the two switches to open the door to the stairs, and proceed to B3F.

Chase Event 2: While avoiding Dante, hit the three switches to open the door to the stairs, and proceed to B4F.

B4F: At the end of the level before the staircase you will meet Dante, and fight him (Fiend Dantep227). After winning, you will get the Candelabrum of Knowledge.

B5F: Through the Peephole, you can learn about Aradia. In addition, you can hear this explanation as many times as you like (any Peephole works). Afterwards, the door down to the entrance of the 4th Kalpa will open.

Warp Zone
4

Labyrinth of Amala Fourth Kalpa

You can go to the entrance chamber, but cannot get any further into the Kalpa.

*These events can happen in any order

Ikebukuro

At the entrance to the Mantra building, there is an event with Hikawa. He will explain the Shijima Reason. He'll ask a Reason question within the conversation. After this event, for a while you will not be able to get into Mantra's Headquarters.

Asakusa

At the terminal, there is an event with Hijiri. There is a Reason Question in the conversation. After this event, you can teleport into the Amala Network 2.

Amala Network 2

Start on B2F. Near the terminal on 1F, a fight (Foul Specterp206) takes place.

1F: There is an event with the Shadow Man. All four of its questions determine whether or not you tend toward Musubi.

1F: Meet Isamu. He explains the Musubi Reason. There is a Reason question within the conversation.

Asakusa

After teleporting to the Terminal, there is a conversation with Hijiri.

Mifunoshita

After completing the Amala Network and seeing the event in Ikebukuro with Hikawa, there is an event in front of the door with Futomimi. Afterwards, Asakusa Tunnel 1 becomes accessible.

Asakusa

In Tunnel 1, the Junk-Collector Manikin's Junk Shop opens. There you can buy the Magatama Kamurogi, Vimana, and Sophia.

If you've already defeated Fiend Black Rider, in Tunnel 1 you will get attacked by a Fiend (Fiend Pale Riderp228). After the battle, you get the Candelabrum of Majesty.

Exit to the Field from the tunnel.

Asakusa ~
Yushima Area

If you exited from Tunnel 1, then Asakusa Tunnel opens. You can go to the Northern Temple, but can't get in yet.

Asakusa Tunnel

Enter through Yushima station, and exit to the surface via Gaien-Mae Station.

Shinjuku ~
Shibuya Area

After exiting Gaien-Mae Station, you can enter Yoyogi Park through the East entrance. Inside the park, you can open up the west entrance to get to Shibuya or Shinjuku.

Yoyogi Park

In the East side of the park, Yuko Takao will ask you to get the Yahirono Himorogi. There is a Reason question in the dialogue. If you agree to help there will be no change in your Reason rating. After the event, you will get the key to Yoyogi park, regardless of what you answered.

Unlock the door into the park with the key.

In the under-construction area of the park, there is an event where Fairy Oberon and Titania try to stop you. After this, there are several other events within the park where they try to stop your progress.

In the southwest building of the park, you can unlock the West entrance to Yoyogi park. Afterwards, you can get into the park from either entrance.

At the communications tower, you will fight multiple bosses (Vile Girimehkala, Corpus Sakahagip207). After the battle, you will get the Yahirono Himorogi.

Returning to the east side of the park, there is an event where you give Yuko the Yahirono Himorogi. During the conversation there is a Reason question, and two critical questions that determine which ending you get. After this event, the Mantra building reopens.

When going to the small building on the west side of the park, you will be attacked by a Fiend (the Harlotp229). Afterwards, you will get the Candelabrum of Beauty.

Mantra Building

60F: In Gozu-Tennoh's room, there is an event with Chiaki. Afterwards, Angels fill the Mantra building.

The Dominion below Combat Stage F will ask you a Reason question.

Kabukicho Prison

On the top floor, Black Frost appears and there is a boss fight (Night Black Frostp207). Afterwards, you get the Magatama Satan.

Third Kalpa

By the switches in B2F, Black Frost appears. When you talk to him he forcefully joins your party unless it is full. Afterwards, you can fuse Black Frost in the Cathedral of Shadows.

Asakusa

There is an event at the terminal with Hijiri. Afterwards, you can go to the Amala Network 3.

SHIN MEGAMI TENSEI
NEW RELEASE

Amala Network 3

After teleporting into the Network, there is an event with Isamu.

On the way to the exit there is a boss battle (Foul Specter 3p208).

From the exit, you are teleported to the Sannou-Nagatacho Area.

Sannou~ Nagatacho Area

From where you teleported in from the Amala Network, you can only go to the Amala Temple.

Amala Temple

*The following three
dungeons can be done
in any order.

At the main corridor, there is an event with Isamu. He explains what you need to do in the temple.

After extinguishing the torch on 3F of the Black Temple and going to B1F, there is a boss fight (Tyrant Aciel 208). After the fight, the Black Temple is cleared.

On 3F of the Red Temple there is a boss fight (Lady Skadip 209). After the fight, the Red Temple is cleared.

On 3F of the White Temple there is a boss fight (Entity Albion 210). After the fight, you get the Magatama Adama, and the White temple is cleared.

2F: You can get the rare item Blessed Fan here.

Enter the Core of the Amala Temple.

There is an event with Isamu in the Core. If the protagonist leans toward Musubi, Isamu will ask a question that will help determine what ending you'll get.

Mifunashiro

On the 2nd Tier you can get a Medicine from the dying Manikin.

On the 3rd Tier, Power and Dominion will appear and ask you a Reason question.

There's an event with Chiaki at the core of the 3rd Tier. If the hero is heavily inclined towards Yosuga, she'll ask you a Reason question that'll determine your ending. After the event, if you agreed with Chiaki, you'll fight Futomimi (see p211); otherwise, you'll fight 3 Seraphs (see p211). After this event, the Yurakucho Tunnel opens in the Ginza-Yurakucho Area.

Ginza

Ginza~Yurakucho Area

Yurakucho Tunnel

B2F: There is a digging event with Shige. Give him one of your demons and the event begins (see p158). After the tunnel is finished, you get the Kimon Stone. You can either wait for the tunnel to finish or proceed further either is fine.

Asakusa

Asakusa~ Yushima Area

After getting the Kimon Stone, there is a boss fight when you go to the Northern Temple (Kishin Bishamon 212). After the fight, you get the Magatama Gundari.

Yurakucho Town

There is a Fiend battle at the entrance (Fiend Trumpeter p230). Afterwards you will get the Candelabrum of Majesty.

At the Kasumigaseki Station platform, NPC demons Queen Mab and Eligor ask you Reason questions. After you complete the Diet Building, they disappear.

Labyrinth of Amala Entrance

Warp Zone
3

Labyrinth of Amala 3rd Kalpa

Warp Zone
4

Labyrinth of Amala 4th Kalpa

After placing the Candelabums of Knowledge, Majesty, Beauty, and Godliness, the 4th Kalpa will open. In addition, the Warp Zone between the 4th Kalpa and the Entrance will open.

1F: Beyond the Cursed area is Burial Chamber 7. The tombstones are of Foul Specter 3 and Corpus Sakahagi. With the Black Visor, you can fight them.

1F: There is a Shady Broker in the northeast room. He will sell you a Wilder Mothman with various attack skills of different elements (50000¥).

B1F: The Eternal 12 Meters is here. The destination changes with the phase of Kagutsuchi. The four destinations are the road to Hell, Hell's Maze, Hell's Vault, and Hell's Hall. Only Hell's Hall is necessary for the completion of the Labyrinth.

Labyrinth of Amala 4th Kalpa

- Road to Hell

You can enter here from the Eternal 12 Meters during odd number/8 phases of Kagutsuchi.

At the end of the hidden corridor is Burial Chamber 8. The tombstones are of Tyrant Aciel, Lady Skadi, and Entity Albion. If you have the Black Visor, you can fight them here.

Labyrinth of Amala 4th Kalpa

- Hell's Maze

You can enter this area from the Eternal 12 Meters when Kagutsuchi's phase is at 2/8 or 6/8.

Towards the entrance, a Soul will give you information about the Afterlife Bell.

Ikebukuro

Ikebukuro ~ Kabukicho area

Zoshigaya Cemetery

From the person-shaped mark on the ground you can get the Afterlife Bell.

Labyrinth of Amala 4th Kalpa

- Hell's Maze

After getting the Afterlife Bell and talking to the Soul in the southeast room, Kishin Futomimi's fusion restrictions are released.

After getting the Afterlife Bell and talking to the Soul in the northwest room, Foul Sakahagi's fusion restrictions are released.

Labyrinth of Amala Entrance, et al

After getting the Afterlife Bell you can look in any of the Peepholes and learn information about the Manikin. Like the other information you get in the Labyrinth, you can hear this again any time.

Labyrinth of Amala 4th Kalpa • Hell's Vault

*The following events can be done in any order

You can enter this area from the Eternal 12 Meters when Kagutsuchi is at HALF or at FULL.

To get through the door blocked by the old man, wait without touching the controller for 3 minutes before giving an answer when he asks you his question.

The hole in the small room is Warp Zone 7. It's a bonus hole, and its entrance and exit are the same. It is not connected anywhere else.

Labyrinth of Amala 4th Kalpa • Hell's Hall

You can enter this area from the Eternal 12 Meters when Kagutsuchi is NEW.

After getting through the Cursed Corridor to the Wicked King's Hall, there is a boss battle (Tyrant Beelzebubp231). Afterwards, the curses in the Labyrinth are lifted.

Labyrinth of Amala 2nd Kalpa

B4F: Talking to the Efrete at the end of the Cursed Area, he will give you information about Loki in Ginza.

Ginza

Talk to Loki in Nyx's Lounge and get information about the Star Key.

Asakusa

Go to the Collector Manikin's shop in Asakusa, and talk to him to get the Star Key.

Labyrinth of Amala 3rd Kalpa

Warp Zone
6

B1F: Open the door with the Star Key and travel via Warp Zone 6 to the 4th Kalpa.

Labyrinth of Amala 4th Kalpa

After traveling through the Star Key-locked door on the 3rd Kalpa, hit the switch to open the way to the Peephole Room.

Go to the Peephole Room via the normal way through the 4th Kalpa. There you will learn through the Peephole about Hijiri. You can hear this information again any time.

The Peephole event continues and the old man in the wheelchair asks for your help. The door to the 5th Kalpa will remain closed until you agree.

Warp Zone
5

Labyrinth of Amala 5th Kalpa

Place the Candelabrum of Sovereignty on the dais to open the 5th Kalpa, as well as the Warp Zone between the 5th Kalpa and the entrance.

1F: In the small room, Dante will offer to join your party. You must have a free slot open in your stock in order to agree.

B2F: Here is Burial Chamber 9. The tombstones are of Deity Mithra and Kishin Thor. With the Black Visor, you can fight them again.

B4F: If you have the Pixie from the Shinjuku Medical Center (if you transformed her or used her as a fusion ingredient, it's fine so long as her "DNA" remains) you can open a special door, and the pixie will transform in an event.

B4F: If Seraph Metatron is in your party (you must kill Metatron on B5F first) you can open a special door. From there, on B5F, there is Burial Chamber 10 and a Shady Broker. The tombstones are of Tyrant Ahri-man, Vile Noah, and Deity Baal Avatar. With the Black Visor you can fight them again. You can buy the only demon in the game with Pierce from the Shady Broker, Vile Girimehkala (2000000).

SHINJI MEGAMI TENSEI
REVELATION
ADVANCE

Labyrinth of Amala 5th Kalpa

B5F: There is a boss fight here (Seraph Metatronp232).

B6F: If you go to the deepest part of the Labyrinth here, there is an event with the old man in the Wheelchair. The skill Pierce is unlocked on your Maragareh Magatama, and afterwards you can no longer get information from the Peepholes.

Shinjuku Medical Center

B1F: You are teleported here automatically.

Yurakucho Tunnel

Sannou~ Nagatacho Area

The only place you can go from here is the Diet Building.

Diet Building

In the west door by the lobby, there is a boss fight (Tyrant Surtp213).

West wing 2F: Past the illusory paintings is a boss fight (Vile Madap213).

East Wing 1F: In the room with the 8 statues, if you can find the false one, there is a boss fight (Tyrant Motp213).

East Wing, 2F: In the Conference hall, Mithra judges you. No matter what you answer there is a boss fight (Deity Mithrap214).

Central Tower 6F: There is an event with Hikawa and Yuko Takao. The question here affects what ending you will get. If you choose to stop Hikawa there is a boss fight (Vile Samaelp214). Whether or not you fight, you will get the Yahirono Himoragi afterwards.

Amala Temple

When placing the Yahirono Himoragi in the core, the Kagutsuchi Tower appears above the Obelisk in Marunouchi-Chiyoda area. Once you enter the Kagutsuchi Tower, all Peephole events in the Labyrinth of Amala stop. If you want to complete the Labyrinth of Amala, you should do it before you go to the Obelisk.

Assembly of Nihilo Marunouchi Entrance

Marunouchi~Chiyoda area (After Kagutsuchi Tower appears)

Obelisk (rear door)

Enter the Obelisk from the hidden door on its north side.

B4F: Get the Rare Item Chakra Elixir.

Obelisk (Front)

Enter from 132F, and go to 150F.

150F: You can teleport to Kagutsuchi Tower by examining the pillar of light.

Kagutsuchi Tower 1 (160F~231F)

The protagonist's Reason is decided after hearing Kagutsuchi's voice.

Teleport to 160F. Depending on the protagonist's Reason, the door you can open on 167F varies (see p164).

223F: Meet Tyrant Ahriman. If the protagonist's Reason is Shijima, it ends in a conversation. Otherwise, there is a boss fight (Tyrant Ahrimanp215). Either way, you will get the Earthstone after the event.

Kagutsuchi Tower 1 (160F~231F)

If the protagonist's Reason is Shijima, then on 231F there is an event where Vile Samael will join the party (you can choose whether or not to let him in). If there is no room in your stock, he cannot join (you can still fuse him, though).

Kagutsuchi Tower 2 (285F~345F)

If the protagonist's Reason is Shijima, on 285F, you can learn from an NPC Archangel of his fight with Tyrant Ahriman. Once you see this event, you can fight Ahriman in the Burial Chamber in the 5th Kalpa of the Labyrinth of Amala.

329F: Meet Vile Noah. If the protagonist's Reason is Musubi, it only ends in conversation. Otherwise, there is a boss fight (Vile Noahp216). Either way, you will get the Netherstone after the event.

If the protagonist's Reason is Musubi, on 345F, you can learn from an NPC Power of his fight with Vile Noah. Once you see this event, you can fight Noah in the Burial Chamber in the 5th Kalpa of the Labyrinth of Amala.

Kagutsuchi Tower 3 (402F~666F)

A town built by Manikin is on 402F, featuring a Terminal, Junk Shop, Cathedral of Shadows, and Fountain of Life. You can buy the Magatama Kailash from the Junk Shop.

If you have all the Magatama and go to the Cathedral of Shadows, you will get the Lord's Sword.

Assembly of Nihilo Marunouchi Entrance

Marunouchi~Chiyoda Area

Masakado's Grave~ Bandou Shrine

With the Lord's Sword, you will be teleported to the Bandou Shrine at Masakado's Grave.

There is a boss fight at each of the pillars in the Bandou Shrine (Kishin Zouchou/Kishin Koumoku/Kishin Jikoku/Kishin Bishamonp220~221). After winning all four, the pillars will retract and the shrine will descend.

At the Shrine, there is an event where you meet Masakado. After answering his question, you can get the most powerful Magatama, Masakados.

Kagutsuchi Tower 3 (402F~666F)

418F: There is event where you meet Thor, and a boss battle (Kishin Thorp217).

418F: You can get the Rare Item Soul-Return here. However, you cannot get there except by dropping down through the pits on 444F.

462F: You will meet Deity Baal Avatar here. No matter what your Reason, you must fight (Deity Baal Avatar, Hallel Flauros, Hallel Osep218). After the battle you get the Heavenstone.

666F: After offering the Earthstone, Netherstone, and Heavenstone to the three altars, the lift to Kagutsuchi activates. Riding the lift, there is a boss battle (Light Kagutsuchi219).

The ending will change based on the protagonist's actions. If you met the appropriate requirements, then after you fight Kagutsuchi, you can enter the real last battle (Demon Lucifer, p233), and get the best ending.

The Last Humans On The Face of the Planet

Within the Vortex World, there are those who were once human.

Here, you'll learn more about the people who are of creating a new world.

The Protagonist

A boy with the heart of a human,
and the power of a demon

An average boy, attending high school in Tokyo, little is known about him except that he lives in the heart of the city with his family. His modest clothes and cell phone make him seem like just another face in the crowd. When people ask him about his plans for the future, he gets anxious and gives vague answers.

This average boy is burdened by a heavy destiny. As he faces the uncertainty of living through the sudden, unprecedented catastrophe of the Conception, a mysterious blond boy plants a Magatama inside his body, transforming it into that of a Demon. Then, in the Vortex World, the womb where the world is to be reborn, the protagonist loses sight of both the world and his future, and begins wandering.

This nothingness, whether you call it purity or emptiness, gives him the freedom to choose his own fate: to begin his own world, to lend his strength to others' ideals, to embrace his inner Demon, or to simply run away from it all and do nothing. These choices are all yours to make.



Isamu Nitta



"Very soon, the Musubi world will come, the world of newfound happiness, where no one interferes with each other..."

One of the protagonists classmates, Isamu is a young man who doesn't think much about the future. Unlike the protagonist, this is because Isamu is most interested in enjoying himself right now in the present. Although he has a crush on his teacher, Yuka Takao, and sees himself as the hero's rival for Yuka's concerns, Isamu puts on a cool front when she asks about him. Isamu is a frivolous and selfish character, who seems to have even fewer ideals than the protagonist. He truly lives for the moment.

When Isamu was caught up in the Conception, he became one of the few humans who would affect the recreation of the world. However, his Reason for supporting creation is the ideal he's searching for: Musubi, a world where individuality is everything. In Isamu's perfect world, no one bothers him, and vice versa.

Before long Isamu brings about the revival of Noah at Amala Temple, and receives the right to the power of creation. The problem is that Isamu doesn't appear to be aware of the inherent contradictions in his ideals. He advocates a world where the individual's rights are the only things that matter but at the same time, Isamu is constantly depending on other people. He receives his power by bending to the will of the Amala Network, he depends on the protagonist to get things done, he follows Hina's pleas, and he relies on the powers of gods from another world.

This has always been the story of Isamu's life. He's been spoiled by other people's kindness and wants at any chance he sees to have some fun.

Chiaki Hayasaka



"The weak are confused and unorganized, because they can't do anything themselves."

A classmate and childhood friend of the main character, Chiaki was born and raised in a prominent household. At the start of the game, she's haughty and demanding, as she's used to getting her own way. She too gets caught up in the Conception, and in the ensuing chaos is forced into a world where only the strongest can survive.

When Chiaki reunites with the protagonist in Shikouya, she's trying to stand up for herself, and seems genuinely sympathetic. However, this is only because of her pride. Forced into a situation where she's helpless, Chiaki finally realizes her own powerlessness, and begins to despair.

In the end, no one can control their life as thoroughly as Chiaki thought she could. If she'd realized this before the Conception, she might've become a stronger person, but by the time she comes to this conclusion, she's already acquired a power of her own.

The result is her Reason, the philosophy of Yotsuba. To Chiaki, might always makes right, and the pursuit of her own philosophy slowly begins to make her cruel and judgemental. When power meets elitism, it doesn't take long before the powerful start thinking they're worthy of deciding who lives and who dies. Chiaki's ideal world is one where she cannot be hurt, and where she can safely pass judgement on others.

Hikawa

"As if guided by God,
I am creating it.
My new world.
My silent kingdom."

To most people, Hikawa is the chief technical officer of the giant Cybers Communication corporation. In truth, he's the leader of the Gaea cult, a religious organization that yearns for a truth which transcends the teachings of all other religions. The Conception and the destruction of the world were brought about by Hikawa's mad desire for purity.

As the leader of the cult, Hikawa translated the prophecies of the Scripture of Miroku and learned of the existence of the strange world, a belief that was considered heresy even among the members of the Gaea cult. Eventually, Hikawa used these prophecies to bring about the creation of the Vortex World, which transformed the old world into a new one that could be shaped according to his whims.

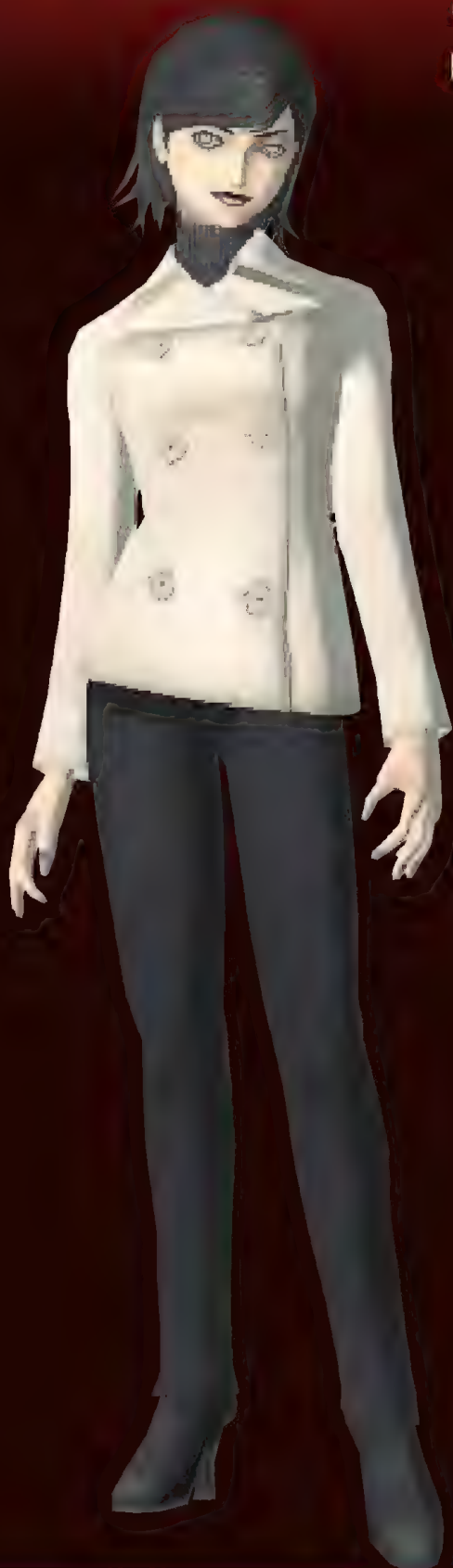
After the Conception, many demons thought that the people responsible were the ancient Assembly of Nihilo, and the secretive Yahirono Himorogi. No one suspected that Hikawa was to blame.

This is in keeping with Hikawa's Reason, Shima. He quietly accomplishes what needs to be done, and moves calmly and grandly towards the creation of his perfect world, a world of perfect order. There, there will be no flaws, and no chaos. It will exist only to go through its motions, forever.

Hikawa's perfect world forms a sort of sad antithesis to the old world where, according to the myth of Fumihiko Box, both hope and pain were born in the same moment.



Yuko Takao



"I am responsible for the beginning of a new world."

Yuko taught at the school that the protagonist, Isamu, and Chieki all attended. She was strict but kind and popular with the students but deep inside, she was consumed by despair.

She wanted freedom, but not for selfish or arrogant reasons. She wanted to be free to preserve a higher morality, so she could do what other people asked of her and still try to aim higher, to rise above petty concerns.

In reality, Yuko didn't even look at the world around her. It would've been enough if she'd just looked at her students, but it was difficult for one high school teacher to single-handedly change the lives and goals of the young people she taught. She despaired for the future.

Then, Yuko met Hikawa, and got caught up in his religion. At first, she enjoyed how much power being the Maiden gave her, but after she experienced the Concordant, she realized just how different she and Hikawa really are.

She left Hikawa, and wanders the Vortex World searching for her own Reason and her own gods. The more she travels, the further she seems to get from what she believes. Other travelers in the Vortex World can rely on their philosophies to help them make decisions, even when those philosophies are shown to be flawed. All Yuko has to keep her going is a sense of responsibility, as she's one of the people who destroyed the previous world.

Jyoji Hijiri

"I know everything,
because everything
is in my hands."

Hijiri writes exclusively for the adult magazine *Ayashi*. He was once an exchange student in America, and relies upon the experiences he had there to help inform his writing. While doing some research on the Gaea cult, Hijiri learned about the Scripture of Mithra and Hikawa's plans for the Conception. He started following Hikawa to learn the truth about the cult's plans, but in doing so, got caught up in the Conception.

Even the end of the world doesn't keep Hijiri from doing what he set out to do. He continues to pursue Hikawa, but not out of righteous indignation or a sense of responsibility. Instead, Hijiri is simply curious. He wasn't originally out to stop Hikawa; he just wanted to know what Hikawa was doing, and maybe watch the fireworks.

Tenaciously, Hijiri analyzed Amalas, raving drum, and learned all he could about the Vortex World and the Amala Space Station. Hijiri could find his own power, and his own reason, but he doesn't seem to realize that. He could probably meet the qualifications just by revealing some of what he's learned.

Instead, all Hijiri does is learn. This mistake will be one of the factors that decides his destiny.



The Child & Old Woman

"My goodness, have the demons opened the road to Kagutsuchi?"



The protagonist meets these mysterious characters by chance in the Shimizu Medical Center before the Conception. Immediately after the end of the world, the blond child plants a Magatama in the semi-conscious protagonist's body, giving him the powers of a Demon. The child clearly isn't human, but his true identity will remain a secret until the end of the game.

To the casual observer, the child and the old woman (his baby-sitter? grandmother??) might seem like tricksters,

whose trying to complicate matters in the race towards the creation of a new world. The old woman doesn't seem to like the protagonist very much at all, but sometimes, it's almost as though she's watching the protagonist with a certain kindness. After all, he did get his powers from the boy, and the protagonist is trying to bring about the birth of a new world.

In the end, is the boy an enemy, or an ally, to the protagonist, or to the world?

Old Man & Lady in Black

"If theres anything you want to know, I will tell you."



The Old Man and Lady in Black seem to work against the desires of the Old Woman and the Child. Both the man and the boy let the women spend for them, and are similar in many ways. The lady in black is different from the old woman, though; she's very kind to the protagonist, in a way that reminds him of Yuko.

The Old Man is the master of a place that sits outside the Vortex World, the Labyrinth of Amida. He commissions the protagonist to recover the ten Concelebrums, the sacred candle-holders that illuminate the Labyrinth of Amida. At first, the protagonist is told that the Fendis stole the Concelebrums,

but he'll eventually learn otherwise.

One thing, for certain: Only a Fend who had all the Concelebrums could and would travel to the deepest part of the Labyrinth of Amida. Someone who was working towards the creation of a new world wouldn't bother with such a minor detail!

If the protagonist does so anyway, and pursues the truth hidden in the depths of the Labyrinth of Amida, he may learn the real truth about the Vortex World; but it'll cost him what's left of his humanity.

Dante the Devil Hunter

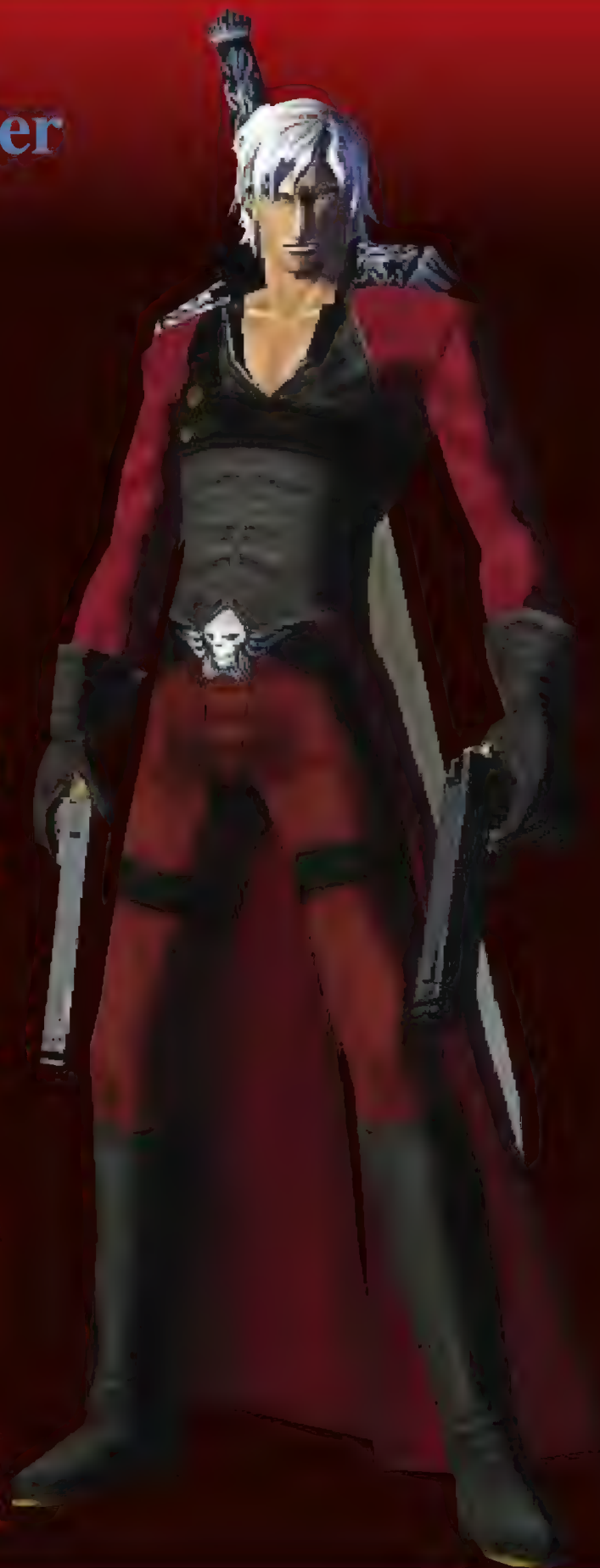
Dante was born the son of a human mother and the legendary demon swordsman Sparda. On the surface, he's a mercenary, willing to do dirty work if it pays enough.

This is just a means towards an end, though. After demons killed his mother when he was very young, Dante has sworn to hunt the demonic forces that hide in the night.

Dante entered the Vortex World because of his second job. One day, Dante was hired by an Old Man in a wheelchair to recover his stolen Condemnations and to hunt down the fiends who stole them. Dante wasn't sure that the Old Man was telling him the entire truth, but the money was good and he'd get to hunt down some demons, so he went to Tokyo. While he was there, he was caught up in the Custodian, and survived because of his half-demon heritage.

His motives are simple. Dante's out to destroy all demons, and it doesn't matter where he is while he's doing it. Eventually, he figures out that he's being used, and Dante joins forces with the protagonist. He's not out for revenge on the man who cheated him, though the way Dante sees it, he's just taking the opportunity to hunt down stronger demons.

Of course, Dante may also sympathize with the protagonist, who like him is half human/half demon. Dante would never let that show, though. He's too cool and too busy destroying every demon in his path.



"Going to see the king of hell?
Bring him the head of one of his lieutenants."

■ Dante's Origins

Dante is the protagonist from the Capcom action games *Devil May Cry* (below as *DMC*) and *Devil May Cry 2* (below as *DMC2*). His appearance here is the result of a collaboration between Atlus and Capcom. The skills he uses in *Nocturne* have almost the same names and effects as they do in *DMC*. Furthermore, Dante's debut scene and actions will be entertainingly familiar to anyone who's played the *DMC* games.

■ Skills

E & I - The abbreviation for Dante's beloved pistols from *DMC* and *DMC2*, Ebony & Ivory. Originally, you could fire as often as you wanted, but here, using E&I consumes MP; it's possible to run out of bullets.

Rebellion - Used by Dante in *DMC2*, it is a huge sword that behaves true to its name. It performed fantastic attacks even in the original, and was a major part of Dante's charm.

Bullet Time - In *DMC2*, this was a technique that let you attack two enemies on opposite sides of you at the same time. In *Nocturne*, it lets Dante plow through enemies surrounding him.

Round Trip - A technique used by channeling lightning into his sword and spinning forcefully. It was used in both *DMC* and *DMC2* (though there were differences in how it was used in *DMC2*). This technique, which gives Rebellion the [electroheart] lightning elemental property in *DMC2* by fixing a stone into it, is gained with a Magatama in *Nocturne*.

Stinger - A fierce striking technique that appeared in both *DMC* and *DMC2*. It was a powerful technique even in the original, but in *Nocturne* it is possible to make it deal instant death.

Showtime - [Doesn't appear in the original (*DMC2*)], these are the messages that appear to congratulate the player when performing a long chain of attacks against enemies with no breaks in the middle. Players who weren't able to see the "Showtime!" message themselves may get a taste of that exhilaration in *Nocturne*.

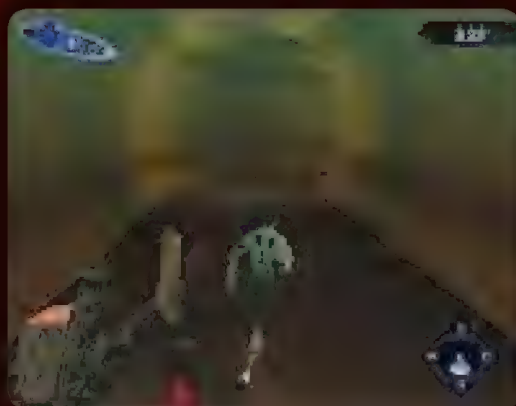
Provoke - Originally, there was a skill with a similar name in *Nocturne*, but Dante had it in *DMC* as well. It has the effect of recovering Dante's Devil Trigger Gauge (what he must amass in order to use his finishing technique), and the remainder will go towards MP-regenerating skills.

Holy Star - An antidote item in the original (*DMC2*).

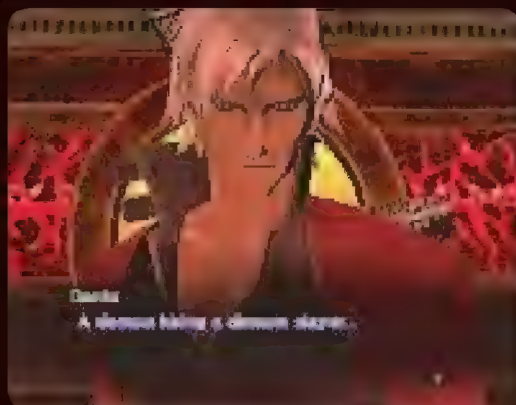
Whirlwind, Never Yield, Son's Oath - Skills usable in *Nocturne* which were not in the original Japanese release.

■ Event Direction

Dante's Debut: The outstanding debut scene that occurs when dropping to the 60th floor of the Mantra Headquarters is patterned after *DMC2*. Dante drops from the spire of the tower of the old castle, and the direction in *Nocturne* is just the same. This is a scene for original fans to applaud and cheer.



Like in an action game, Dante will pursue the protagonist through the third Kalpa. This scene is also faithful to the *DMC* games, as when Dante starts firing at you, he has to slow down.



In the fifth Kalpa, Dante will offer to join you, and will propose a coin toss to determine what his fee will be. This is almost the same as a sequence from *DMC2*. Dante won't necessarily work for nothing, but go through with the coin toss, and eventually, he'll agree to work with you for free. When he does this, the coin will come up heads. If you played *DMC*, you may know the truth about Dante's coin.

[*Devil May Cry*]
10/18/2001

[*Devil May Cry (Greatest Hits)*]
9/6/2002

[*Devil May Cry 2*]
1/29/2003

[*Devil May Cry 2 (Greatest Hits)*]
1/1/2004

■ Demons

The general term "demons" applies to those beings who inhabited the Demon World and God World, realms that existed parallel to the real world before the Conception. Many demons are recognizable as the gods of various human religions. Originally, they could only appear before humans by means of a technique called summoning, but during the chaos of the Conception, the real world and demon worlds were united into the Vortex World. Just like the former humans, demons were given a physical form.

Unlike humans, demons' real bodies are composed of spiritual energy, rather than a physical form. They absorb Magatsuchi by feeding on souls and using the Manikins as cattle.

Gozu-Tennoh, in Mantras Headquarters, has become the leader of the demons despite his differences from them, by maintaining a large store of Magatsuchi. These can be found in humans, and in images that humans have deified.



■ Souls

They look like ghosts, but they're not what you'd think they are. Souls are the consciousnesses of the humans who died in the Conception, but they have almost no memories from their previous lives.

More traditional ghosts remember their human existence, and cling to their memories of it. Souls, by comparison, are pure spiritual energy, extracted from humans by the Conception.

Souls and Manikins share a sort of symbiotic existence. A Soul may be a dead human's spirit, but a Manikin embodies that human's memories.

The inhabitants of the Vortex



■ Manikins

In contrast to Souls, who were born from the spiritual energy of the dead, Manikins are dolls created in the Vortex World, from materials such as the mud from the river in Asakusa's sewers. They were born in the image of humans, so they have, at their core, a strong set of human emotions.

Particularly strong feelings held by people in the pre-Conception world have taken on a life of their own as Manikins in the Vortex World. Even some of the protagonist's emotions have taken on physical form.

In the fifth Kalpa, as you look for the Afterlife Bell, you can learn more about Manikins and the emotions that create them. This, in turn, will tell you more about the roots of Futomimi and Sakahagi. Of course, you won't be able to learn the secrets behind each individual Manikin's creations.

It kind of makes you wonder, though. Garakuta collects Manikins, and several can be found in Junk Shops. Back in the real world, what were they, and who did they belong to?





■ Fiends

Unique demons who work for the old man in the wheelchair, the Fiends take the form of monsters. Most demons just want to survive, and only kill to gather energy and defend themselves, but the Fiends are different. All they live for is to kill.

Matador: Once, he was an honorable bullfighter, but his constant search for fame corrupted him. He remains a proud and confident fighter.

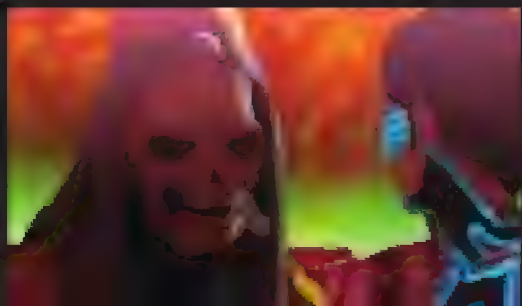
Hell Biker: A crowd of nameless and vengeful spirits have become a single entity, which exists only for slaughter and mayhem. When the Hell Biker passes through town, he won't spare so much as a blade of grass.

Daisoujou: After a thousand years of meditation, a religious fanatic was transformed into a Fiend. He tries to save everyone he sees by granting them the ultimate salvation: death.

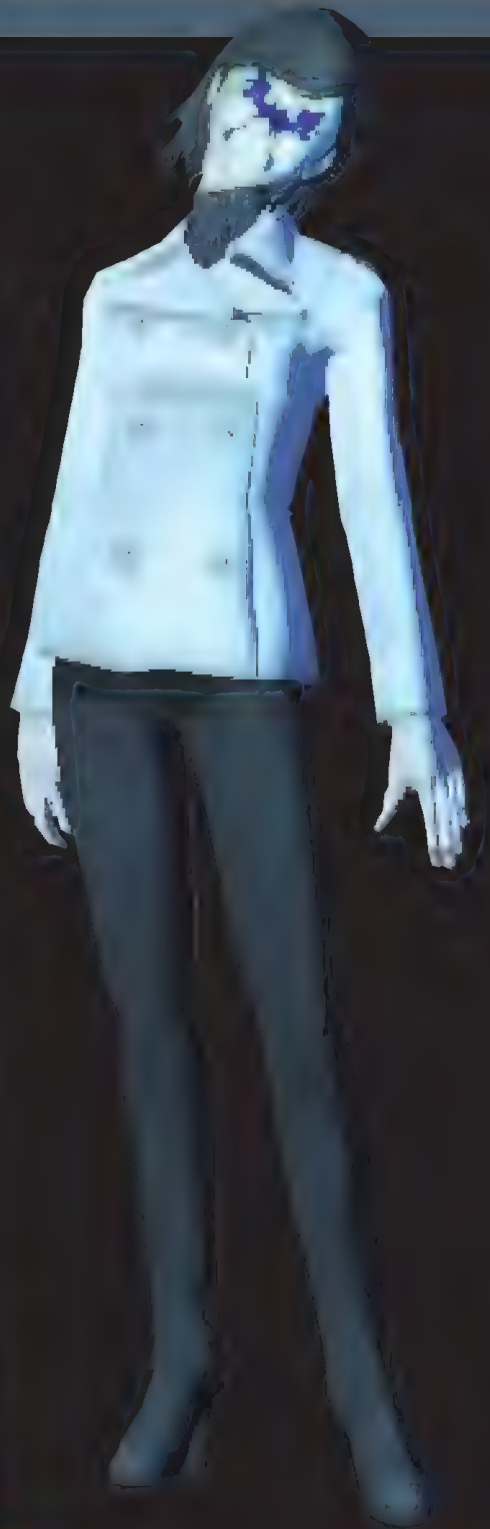
The Four Horsemen: As foretold in the Book of Revelations, these are the four riders who will appear at the end of the world. The White Rider governs Pestilence, the Red Rider War, the Black Rider Famine, and the Pale Rider Death. They are the most feared of all the Fiends, and appear to be helping the old man with his plans.

The Harlot: In the Book of Revelations, she is called the Whore of Babylon, a goddess who appears riding a scarlet beast with seven heads and ten horns. In her right hand, she holds a chalice of blood. It's believed that the Harlot takes pleasure in death, and has no connection to the old man. She simply kills for the joy of it.

Trumpeter: He is the angel of death, whose horn signals the end of the world. He is a servant of God, but for now, he serves the old man. He is single-mindedly devoted to his duty.



There are many other creatures in the Vortex World besides the surviving humans. Here, we'll explain a bit about them.



■ Gods(?)

Many creatures that could be called "gods" will make their presence known throughout the game, either directly or indirectly. These include the entities that grant power to those whose searching for their Reason, such as Ahri-man, Noah, Baal Avatar, and Aradia.

Although they enjoy a somewhat loftier existence, gods are fundamentally the same as the demons you'll meet. In the end, they only have the power to create one world, which makes them different from the Lord God, the creator of all things.

Aradia, a god born from peoples desires, still has a few questions about his own power. Of course, now that the Amala Universe has been created, there is a real creator. Whether he can assume that role or not is up to the player.

It has only been recently, relatively speaking, that RPGs have gotten to be a popular genre of console games in America. During the 16-bit era, though, they were considered a niche genre, something that only a small group of hardcore fans cared about. This was not so in Japan, where RPGs have always been one of the most popular genres regardless of platform. This was often a source of frustration to American players, as it led to the release of many RPGs that drew rave reviews, but were never translated because publishers assumed that RPGs wouldn't sell on this side of the Pacific.



Shin Megami Tensei's title screen is sombre and creepy even on the Super Famicom.

The original *Shin Megami Tensei* was the third in the *Megami Tensei* (or 'MegaTen') series, and first appeared on the Super Famicom in 1992. The game revolves around the nameless protagonist's attempts to defend his native Tokyo from an invasion of demons that threatens to turn the city into the new staging ground for the endless struggle between the forces of Law and Chaos. The demons come in a wide variety of forms based on world religious mythology, each family with its own racial alignment. The player will also develop a Lawful, Chaotic, or Neutral alignment over the course of the game, depending on the actions he takes in the course of gameplay.

Thanks to a computer program e-mailed to him by a



Steven appears in both games to give the protagonist a program that lets him communicate with demons. Not Stephen Hawking... just "Steven."

mysterious ally, the protagonist is able to communicate with the demons who are roaming the streets and buildings of Tokyo. Depending on what you say, the demons may decide to fight you, to run away from you, to give you gifts, demand bribes, or offer to join your party and become your ally. Which demons you battle and ally with will influence your alignment, which will in turn influence how other demons react to you in the future. Demons whose alignment opposes yours will never ally with you but can still be obtained by fusing other demon allies together. Alignment in *SMT* can also influence other gameplay factors, such as what items you can equip and which bosses you fight. This open, flexible style is the core of *SMT*'s appeal, giving the game immense replay value. Acquiring different alignments will result in entirely different endings for the game, all of them equally valid.

Shin Megami Tensei II is a direct sequel to the original *SMT*. It presumes a world where the original games protagonist

...many RPGs that drew rave reviews were never translated because publishers assumed that RPGs wouldn't sell on this side of the Pacific.

took a Neutral alignment and ultimately founded a utopian society whose citizens were free to follow whatever beliefs they chose. This peace lasted for about forty years before a Lawful sect called the Messians usurped power and went to war against the Chaos-loving Gaeans. In short order, the world was reduced to a barely-habitable post-apocalyptic nightmare. The new protagonist is from one of the few habitable areas left in Japan, a place called Valhalla that is part of a larger Messiah-controlled community called Tokyo Millennium. When we meet him he's a struggling gladiator nicknamed Hawk who's suffering from amnesia, and not surprisingly, much of the early games storyline is about the slow revelation of Hawk's true memories and identity. However, Hawk's identity is only one small piece of *SMT2*'s much larger overall plot.

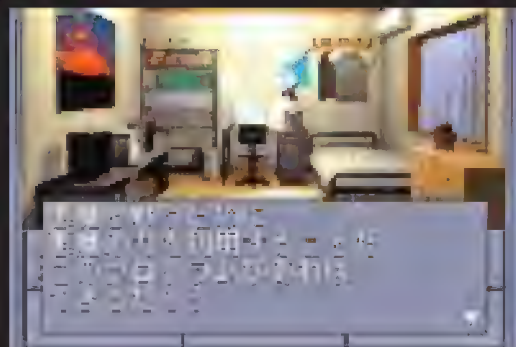
Hawk is very similar to *SMT*'s protagonist, and he even receives the ability to speak with and summon demons in much the same way. The alignment system functions basically the same way as *SMT*'s, but alignment will cause more dramatic variations in the



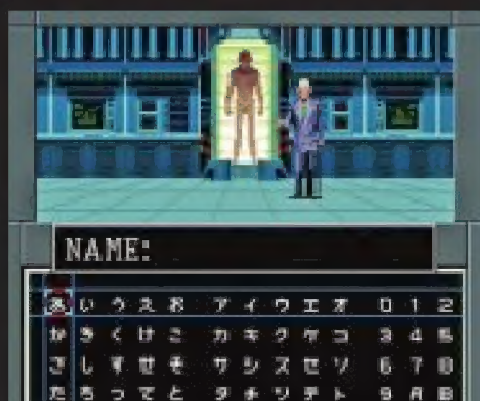
A disturbingly surreal dream sequence introduces the protagonist to his allies in *SMT2*.

storyline and have a much deeper effect on gameplay. The combat system is also expanded to include a wider variety of demons and the ability to fuse both demons and weapons together. All this plus a more forgiving level of difficulty make *SMT2* even more completely absorbing than *SMT*.

Beginning in 2001, Atlus began releasing console versions of the two original *Shin Megami Tensei* games for the PlayStation, with graphics that were dramatically improved but still true to the series 16-bit roots. *SMT* received upgrades to its overworld map and menu interface that made it look essentially identical to *SMT2*. The remakes also introduced a "normal" mode that substantially reduced the difficulty of both games, while the "expert" mode allowed players to experience the game at its original difficulty levels. The PlayStations 3D rendering ability was tapped to add special FMV cinematics, as well as an effect that made the still-featureless walls scroll by more smoothly as the protagonist moved. 2003's GBA remakes featured graphics absolutely identical to those of the PlayStation remakes, while eliminating "normal mode," the FMVs, and the 3D wallscrolling effect. In exchange, the GBA remakes gain a very useful new



The graphics in the PSOne remake are a big improvement over the original.



Options mode that lets the player customize the autobattle AI, **The SNES version of Zain's creation and naming.**



SMT's overworld map represents different parts of Tokyo in 16-bit form. The protagonist is the triangle.

message speed, and color display.

The final payoff of the wave of remakes was the long-awaited release of *Shin Megami Tensei III: Nocturne* in Japan, in 2003. *SMT3* wowed audiences by not only taking advantage of the PlayStation 2 to create an even deeper and richer gameplay system than ever before, but also by staying true to the classic elements of SMT's storytelling. Everything from the anonymous protagonist to demon recruitment is present in *Nocturne*, along with the latest in advanced modern graphics. Although the original games of the SMT series may never see official domestic release, players who go through *Nocturne* can rest assured that they're getting the authentic *Shin Megami Tensei* experience.



The SNES version of SMT's status screen.

The final payoff of the wave of remakes was the long-awaited release of *Shin Megami Tensei III: Nocturne* in 2003.

■The Megami Tensei series

The original *Digital Devil Monogatari: Megami Tensei* was a 1987 RPG that appeared on the MSX, PC/88, and FM/77 personal computer platforms, as well as the Famicom. A sequel followed in 1990 on the Famicom, and then the two *Shin Megami Tensei* games debuted on the Super Famicom in 1992 and 1994



In magical thought, the six-pointed star or "Lock of Solomon" is sometimes associated with summoning and controlling demons. It appears in *Shin Megami Tensei's* title sequence.

(respectively). After *SMT2's* release, Atlus began to focus intensely on side stories and spin-offs of SMT that were all marketed as part of the *Megami Tensei* franchise, such as the very popular *Shin Megami Tensei: If...* and *Shin Megami Tensei: Devil Summoner*. As of this writing, there are over 50 games in the *Megami Tensei* line, with new releases like *Shin Megami Tensei Devil Children: Messiah Risers* and *Digital Devil Saga: Avatar Tuner* still on the way. The three major *Shin Megami Tensei* games are part of the MegaTen game family, but share an approach to storytelling and gameplay that sets them apart as a series.

■What does Shin Megami Tensei mean?

Shin Megami Tensei (pronounced "shin MEH-gah-mee TEN-say") is a Japanese phrase that translates as "True Goddess Metempsychosis." An unusual piece of philosophical jargon, "metempsychosis" refers specifically to the unending process of birth, death, and rebirth that is of central importance to the Buddhist religious tradition. Even deities are slaves to the cycle



Virtual Girl is your hostess and guide when you visit the Virtual Battler in SMT2.

of metempsychosis in Buddhist thought, and this belief features prominently in the plotlines of the various *Shin Megami Tensei* games. Who exactly the titular "goddess" is supposed to be is usually left up to the player. Each SMT game features a female character that the title could be referring to, or it could be taken as a reference to radical transformations that Japan itself experiences during the course of a game.

For this guide, we wanted to include an interview with Atlus, but we wanted to be sure we asked the all the right questions. While we've got good questions rattling around inside our brain cases that must be answered, we know that the best interview questions are those that are asked by the fans themselves. This means you.

We posted an invitation on several public message boards, for people to send their questions to us and be answered by Atlus within this guide.

The following are questions as asked by the fans themselves and answered by Kazuyuki Yamai, Director and Kazuma Kaneko, Creative Director, of Atlus Japan, and Yu Namba of Atlus USA. We've included the screen names of the person asking the question in parenthesis before each question. Answers are in bold type.

(zippedpinhead) What made you decide to switch the graphical style of the series from a first-person style dungeon crawler RPG to a fully third person RPG?

This was to be able to present the change in the protagonist from a normal boy to a demon (his tattoos glow in the dark!). From the system perspective, since 3D polygons were used to create the backgrounds in this game, we wanted the player to witness the scale and scope of the environment.

Also, since there are many reports of people getting a car-sickness-like condition called "3D sickness" with FPSes in Japan, we thought that if we could give the players something to focus their attention on, it would fix this problem. -Yamai

(RedCoKid) Why did you choose a cel-shaded look for this game?

In a 3D-rendered world, people generally make a big deal out of rendering everything exactly as it would be in reality. Because of this, we sought our own method of original shading that would be different from all the others. (This type of thinking has permeated every entry in the Shin Megami Tensei series.) In addition, we wanted to find a shading system that would be capable of fully reproducing our Creative Director Kaneko's fantastic designs. -Yamai

(Gideon Zhi) Where did the inspiration for the almost-but-not-quite human Manekata characters come from?

In order to effectively represent the war between the Reasons that's going on in the Vortex World, we decided on the existence of the Manikins. In a country or in a company, power is a measure of numbers. A populous country can collect more taxes, and a company with a larger work force can undertake many projects. We wanted the Manikins to represent this overwhelming power in the Vortex World, to fuel the groups in power in the Vortex and to be able to press for the birth of a new world. The Manikins are born from the earth of the Vortex, so could be seen as something like the Vortex's cells. What form the organization of those cells would take should change with what Reason they're fighting for.

Since the Manikins are, as it were, the Vortex itself, they don't have individual goals, but as the Vortex is searching for its Reason, as parts of the Vortex, the Manikins must look for that Reason as well. Since they don't have personal goals, but serve as a strong basis for judgement, and since there are so many of them, they make for an effective intensification of the great war.

As for the Manikins' distinctive conceptualized motif, that comes from us, the way humans think and act. This is a bit vague, but they are based off of the people who're lost to the force of numbers.

For instance, someone who doesn't see movies much but goes to see one that's topical or popular, or buys

...the Judeo-Christian God is portrayed as the prominent villain in the series. I was curious what influenced the Japanese team to make such a controversial choice...

a CD because it's sold a million copies, without any personal judgement on the matter, and feels that this is the way everyone should be, would be a good candidate for this kind of judgement. It's hard to tell exactly where to draw the line and it is likely that the vast majority of people have this inclination, but there are people among them who almost entirely base their judgement on this strength of numbers. The Manikins are a metaphor for these kinds of people. When you're thinking about buying a game not because it's a game you'll actually like, but because it is advertised a lot and everyone else is playing it, that is acting like a Manikin. Be careful. -Kaneko

(Gideon Zhi) What gave you the idea for the inverted Vortex World, and why did you choose this over other possible, more traditional world designs?

We chose this design because we didn't think any other game had used it, and because we thought that when presenting a strange world, you can't just make unusual structures within it to represent that, but you need to make the world itself unusual.

Now, as for the reason why we decided on the inverted Earth idea, there were a number of inspirations. It was like the galaxy-bubble creation formulated by the Gnostics in the earliest science, like the hollow earth theory and space colony construction of early science and sci-fi, and it was like observations on the shape of the universe based on quantum physics and the *Hannya Shingyo* (the Heart of the Wisdom Sutra, part of the Maha Prajñā Paramita Sutra (Great Wisdom Sutra), which is one of the greatest Sutras in Buddhism. -ed.).

At a glance, these things have nothing to do with each other, but if you think a bit, they have a lot in common, so you may want to look into these if you're interested. Like the Manikins mentioned earlier, there are a lot of metaphors in the Vortex World. Incidentally, there is an energy conservation law in place concerning the contents of the Vortex, so for example if one Manikin dies (terminates), another is born (begins) without a moment's hesitation. Due to this construction, the Reason war is inevitable. In the same way a substance can change between solid, liquid, gas, and plasma, the Vortex is also trying to change its form, but the result may be that it knows only its Reason. The original plan was to make the Vortex like a battlefield for you to run around in. You could see into the distant horizon, and if you look up into the sky you can make out terrain features and houses way in the distance. We thought this would certainly be a dynamic spectacle, but it made the game respond poorly so we put that aside. I hope we'll be able to do it some day. -Kaneko

(Matthew Segura) I'm a big fan of Kazuma Kaneko's art. Being an artist myself, I would really like to know where he draws his inspiration from for the interesting designs he produces.

I have to say that it's a combination of many things. The few I thought of are as follows:

- Knowledge of mythology and the occult: This encompasses everything from folklore to urban legends.
- Scientific theory from all times and places: This encompasses ones I can't begin to comprehend, and even obviously ludicrous ones.
- The works of my predecessors: novels and comics, movies and music, and all the other great works that my predecessors have left behind.
- Trends and cultures from all times and places, including everything from fashion and games for adults to youth fads.
- My own ideas: I draw every day from my own personal experiences and feelings up until now.

This is what it looks like when divided into neat categories, but there are times when there is cooperation between the categories, and when I'm collecting information for these, if I find common themes and concepts and interesting ideas and motifs, I will put them into stock for later use. Then I can pull these ideas and themes out of stock when I need to create a story later. If I have to point it out concretely, when making a story, there are usually a few questions I draw from the 5 categories while I'm thinking, so to present a dynamic and cathartic story from these 5 categories, I'll search for ideas from 1 and 2. Then I'll search for works from category 3 with similar themes, to serve as a reference and so that mine doesn't resemble theirs. Then, to draw out a response from the players, I search category 4 for everyday motifs and metaphors.

I explain it like it's in stages but in reality I do this all at the same time. There are also times when I search category 1 for themes, and times when I search category 5 for motifs. The reason is I guess I just want to do things that no other games have done before. -Kaneko

(satsukun) Where did the idea for the Magatama come from?

In the earlier games, where you were a human who was fighting demons that appeared in the present day, there were always weapons you could equip. This time in this unusual world, with the protagonist himself living as a demon, we got a very different concept for his equipment. The Magatama system was born from this. This is at once far simpler and deeper than the equipment systems we previously employed, and gives an extra dimension to the play style, so we took a while to incorporate it into the system. -Yamai

(Yoshitsune) For Atlus of America...

Do you have plans to release any of the other games in the series besides *Shin Megami Tensei: Nocturne* and *Digital Devil Saga: Avatar Tuner*?

There's nothing planned at this point. -Yu

(Yoshitsune) And for Atlus of Japan...

The *Shin Megami Tensei* games are known for having lots of mythological references (which, unlike most other RPG series, are actually pretty accurate). What inspired you to use world mythology as such a major component of the series?

I've explained this in the earlier mentioned five categories of ideas, but this should go without saying given the time we live in. The world is overflowing with things that go without saying, but why do these things go without saying? This is the question I wanted to address in these games.

For instance, we know that Earth revolves around the sun and that people live on the Earth, but for what reason are these people born? Why does it have to be Earth? How far does the universe extend? What will the universe become? And you think you are who you are, but why was the person who you are born? What should you be doing? What will you become? There's no limit to the examples you can cite, and I think the questions you can ask are equally unlimited. The proper term for this is philosophy, but such a stiff presentation isn't suited to a game, and it can be painful to try to understand. That's why we decided on mythology. Mythology draws answers to these various philosophical questions dynamically and cathartically, and form the basis for many of our stories in present day. Also, from a present-day standpoint there are some mysterious common threads in world mythology, such as the flood myth, and inquiries into the advanced scientific knowledge of ancient cultures brings forward so many interesting themes. Of the motifs from these legends that get

carried in the background nowadays, I think we sometimes use them as themes, and sometimes as metaphors, in order to try to present our various questions. -Kaneko

(darknobiuyuki) This is a question for the Atlus of Japan staff. I have been a huge fan of your work for awhile and have amassed quite a lot of Japanese *MegaTen* games and other stuff. My question has to do more with the ideology behind the series. In *Shin Megami Tensei II* (and a few vague references in *Nocturne*), the Judeo-Christian God is portrayed as the prominent villain in the series. I was curious what influenced the Japanese team to make such a controversial choice in series villain. I think an explanation on this would be very beneficial, as I know it has been of the major sticking points in getting this game released on these shores.

Thanks to Kazuma as well for his terrific artwork, I am addicted to your style as it adds so much character and originality to the *MegaTen* universe. Thanks for the great games. I'm having a blast playing the Japanese *Digital Devil Saga*! I can't wait for the US version!

Thank you for your love of *Megami Tensei*. This is a delicate question, but as mentioned in the last question there are many mysterious common motifs, like the flood legend, in mythology, so I like to investigate mythology from all around the world. For instance, the aforementioned flood legend, the creation process at the beginning of the universe, a hero going on a journey to overcome trials, and sights at the end of the world, etc etc.

It's almost like a shared memory of the events that happened in ancient times has remained to make people draw up the same motifs. One way of thinking is that there was one mythology in the ancient past, and then as the races moved and the continents drifted they customized it to the special geography and topography of where they lived until we got the unique region myths we know today. However, the basis is the same, so even though there are differences in these myths due to geography, topography, and culture, their motif and theme remain very similar. And when I thought about which mythology served as the basis, I concluded that it was the Old Testament. Which means YHWH, the god of the Old Testament, is the basis for all the gods around the world, from a folklorist's standpoint. Now, I would like you to know that in *Megaten*, YHWH is not portrayed as the embodiment of evil. -Kaneko

(Overlord Hei) What was your inspiration for creating this game?

In this game we wanted to show off different styles and Reasons for living: people who live to pursue strength; people who are strong; people who pursue them; people who first establish themselves in a group like this, but this is revealed to be different from the stance they will take when they are inside the group, and so on.

There are the type who will always take the initiative, the type who don't really understand but will always support those in power, the type that says that everyone should be individuals, and of course many other small type divisions, so we made Reasons for these representative types. We drew inspiration from large and small structures throughout the world, groups like schools and companies, and what we felt was happening there. Having said that, we didn't want it to be quite so formal, we wanted the player to be able to see various groups and circumstances like this as he took his journey through the strange world of the Vortex. We wanted it to be like a journey through hell, with images kind of like Dante's "Divine Comedy" and Coppola's *Apocalypse Now*.

(DJPubba) Thank you for taking the time to talk to fans of the game. It is clear that you put much thought into your answers and that is most appreciated.

This is a delicate question... in *Megaten*, YHWH is not portrayed as the embodiment of evil.



Nocturne

A DoubleJump™ Book

DoubleJump Books Staff

Tim Lindquist
Publisher

Ian Kelley
Director

Bruce Stockert
Producer

Elizabeth Ellis
Heidi Kemps
Dariush Samari
Language Specialists

Thomas Wilde
Editor

Anthony Mertz
Screen Shot Technician

Alicia Ashby
Historian

Special Thanks:
Gail, Yu and Atlus staff-all.
Yuko and Enterbrain staff-all.
Families-all.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from DoubleJump Publishing, Inc. DoubleJump Books is a division of DoubleJump Publishing, Inc.

DoubleJump Publishing, Inc and the authors have made every effort to ensure that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. Questions regarding operation of the game software and hardware should be directed to the support numbers provided by the game and device manufacturers in their documentation.

©ATLUS 2003, 2004

DANTE from Devil May Cry 2, © CAPCOM CO. LTD. 2003.

©2004 ENTERBRAIN, INC.

"DoubleJump," "DoubleJump Books" and the DoubleJump Books logo are trademarks of DoubleJump Publishing, Inc.

All Rights Reserved.

First published in Japan in 2004 by ENTERBRAIN, INC.

English translation rights arranged with ENTERBRAIN, INC.

ISBN 0-9741700-4-6

Printed in the United States of America

